HE UK'S FIRST GAMES ONLY PC MAGAZINE

EW

PC ZONE

100% GAMES

OVER 60 PAGES OF GAMES REVIEWS AND PREVIEWS

May 1993
Issue 2
£3.95

HD DISK

2X CAPACITY

THIS BOOKLET CONTAINS:
Low Density Disk Replacement
Plus: Exclusive gameplay tips for this month's reviews

No Disk?
Then ask your newsagent to give you one.

COMPLETE GUIDE TO EVERY AVAILABLE GAME INSIDE

PLUS THE ULTIMATE ULTIMA UNDERWORLD II GUIDE – PART 1

Joystick Round Up
WE FIND THE BEST STICK IN THE WORLD

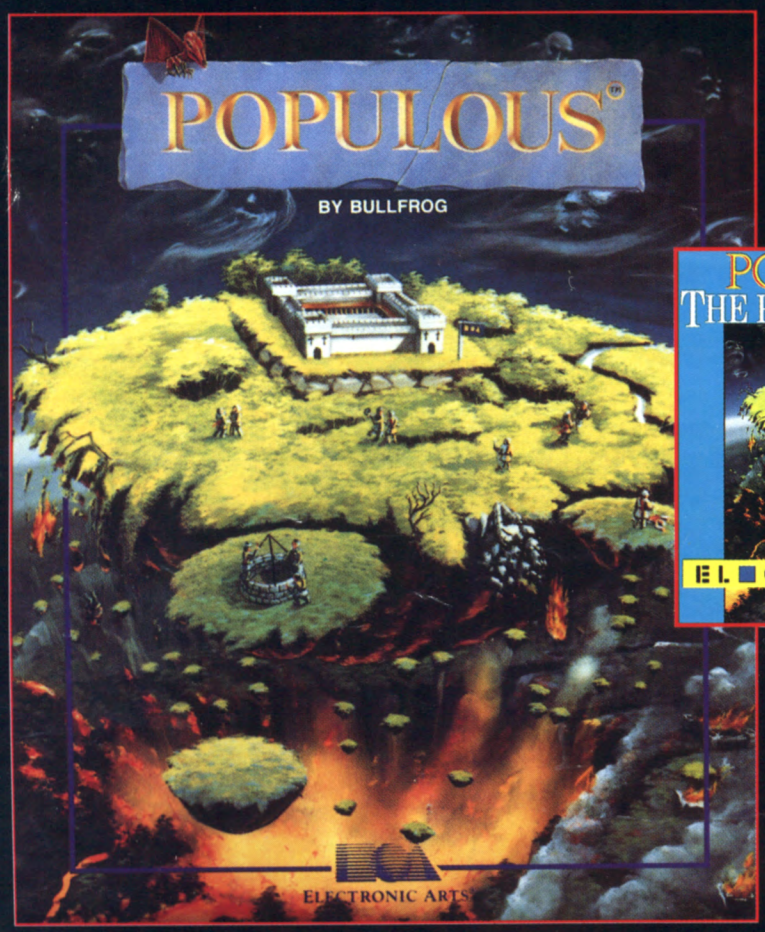
EXCLUSIVE

Shadow Of The Comet

The Horrific World Of H.P. Lovecraft

PC ZONE
HIGH DENSITY DISK
FREDDY PHARKAS
EXCLUSIVE
PLAYABLE DEMO FROM THE PROGRAMMER OF *LEISURE SUIT LARRY*. ©SIERRA EGA/VGA

A GREAT DEAL OF QUALITY AT GREAT DEAL PRICES





THE POWER OF LIGHT
OR THE FORCE OF DARKNESS...
YOU DECIDE!
The all time classic now offered to you complete with the PROMISED LANDS data disk giving you a further five divine new worlds, bringing a new dimension to the legend that is POPULOUS.
PC £14.99
ATARI ST £12.99
CBM AMIGA £12.99



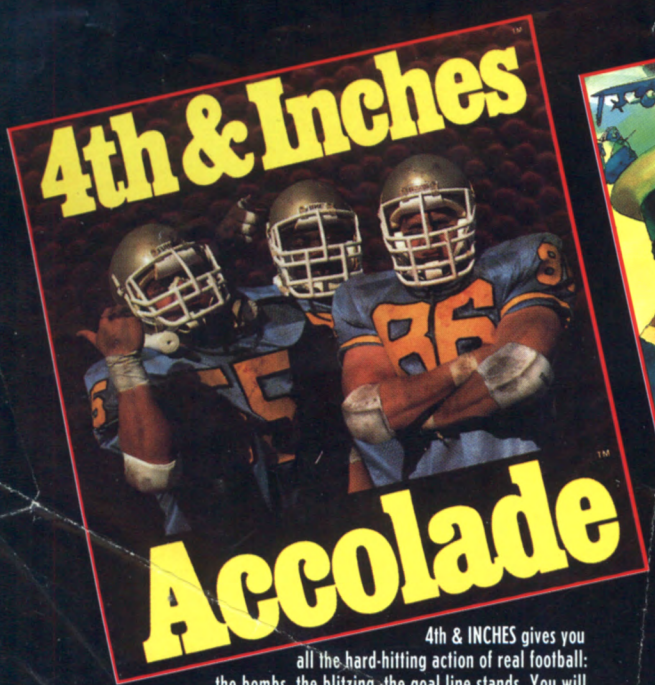
POPULOUS & PROMISED LANDS TOGETHER IN ONE SPECIAL PACK



STRIKE FLEET



4TH & INCHES



4th & INCHES gives you all the hard-hitting action of real football: the bombs, the blitzing, the goal line stands. You will experience graphics and animation that are as riveting as a blind side hit. This is the big time, hotshot, this is 4th & Inches.
PC £12.99 CBM AMIGA £9.99
© Accolade™, Inc.



Experience the the heat of modern naval combat. Send out Hi-Tech helicopters for remote targeting or Anti-Submarine warfare. Engage enemy fleets, submarines, long range missile bombers, and land-based missile launchers. Choose from 14 real-time battle scenarios or an 8-mission campaign.
PC £12.99 ATARI ST £12.99 CBM AMIGA £12.99
TM & © 1987,1988, LucasArts Entertainment Company. All rights reserved.

Hit Squad

HIT SQUAD
2 CASTLE STREET
CASTLEFIELD
MANCHESTER . M3 4LZ
TELEPHONE: 061 832 6633
FAX: 061 834 0650

May 1993
Issue Two

PC ZONE

100% GAMES



Paul Lakin *The Editor*

dir.ectory

Let's get one thing straight from the start, this column isn't my idea and as for that picture... well the less said the better. However since I'm here I'd better find something to say.

This should be the section where I sound off about the crucial issues, giving an opinionated but informed comment on the issues that matter in the PC games industry. Let's see. Are poor quality, film licensed, pirated computer games with irritating copy protection systems addictive? No.

Well that seems to have pretty well covered everything. Damn I didn't mention CD.

REVIEWS

24 Shadow Of The Comet
MORE ADVENTURES in the dark and mysterious world of H. P. Lovecraft (inspiration of the highly popular *Alone In The Dark*) using an update of the *Eternam* game engine.

28 Jordan In Flight
IS IT A BIRD? Is it a plane? No it's a sports sim that blends Michael Jordan's basketball knowledge and skill with Electronic Arts' flight sim experience.

34 X-Wing
ONE OF THE years' most eagerly awaited games finally hits the shelves complete with Tie-Fighters, Death Stars and lots of exciting whoosh noises.

38 Wacky Funsters
FOUR DECIDEDLY weird games meet on one disk. We laughed until we stopped.

40 Space Quest V
NOT SO MUCH a space odyssey more of a space oddity, the imaginatively titled sequel to *Space Quest IV.*

43 Ringworld
A GRAPHIC ADVENTURE based, unsurprisingly, on Larry Niven's *Ringworld* novels

46 Zool
CONCLUSIVE PROOF that the PC can provide top class platform action as the hero of last month's cover disk leaps into action.

52 Archer Maclean's Pool
FROM THE PROGRAMMER of the brilliant *Jimmy White's Whirlwind Snooker* comes a chance to play pool without lining up your 50ps along the table.

54 Battlechess 4000
IF YOU FEEL that chess is missing something in the violence department then feel no more (as it were). This is chess with an attitude.

57 Xenobots
LOTS OF ROBOTS wander round a post holocaust world and blow each other up. It's a change from the queuing at the check out in Tesco's.

60 Spear Of Destiny
THE MUCH DEMO'D sequel to *Wolfenstein 3D* comes blasting and bleeding it's way into the full price market. Can it hold its own in the real world?

66 Buzz Aldrin's Race Into Space
SUPER POWER conflict of a different kind. Attempt to be the first to put a man on the moon. Soon to be followed by *Buzz Aldrin's Race Into The Whitehouse.*

70 Veil Of Darkness
A VAMPIRE ADVENTURE to really get your teeth into. Okay so that's an obvious joke but it makes a point doesn't it? Point... vampire... ha ha, oh never mind.

BLUEPRINTS

13 Cyberspace
THE 3D RPG IS blasting its way out of the sewer and into the future. *Paul Lakin* grabs his cyber deck and cyberpunk dictionary, before going networking

16 Strike Commander
A GAME THAT aims to combine a realistic flight model with top notch arcade action comes up against *Duncan MacDonald.*

74 Fields Of Glory
NOT THE PLAYING fields of Eton but the battlefield of Waterloo. *Laurence Scotford,* who's never seen either casts an eye over Microprose's new wargame and finds it a bit of a looker.

78 Patrician
PAUL LAKIN samples the atmosphere and more importantly the wealth of the Hanseatic via this medieval Europe trading game.

















Win a hot air balloon ride on page 64



PART 2

dir.ectory

FEATURES

80 The PC Zone Big Joystick Feature

A FEATURE THAT enables *you* to see what's the best in the market and *us* to blag loads of joysticks and then forget to send them back.

88 El Fish

NOT SO MUCH a game more of a fish tank. Too weird to review, too unusual to ignore.



Exposed! Some really rude joysticks on page 80

REGULARS

6 Bulletin

LIFE GETTING YOU down? Then let our news pages give you a glimpse of a future where games like *Eye Of The Beholder III* and *Aces Over Europe* will make life worth living.

10 Boot Up

OVERWHELMING DESIRE to play our truly fabulous *Freddy Pharkas* demo? These pages explain how to do it. Not that anyone ever bothers to read them (sigh).

62 Bargain.Bin

BEING STRAPPED for cash doesn't have to interfere with your gamesplaying. Laurence Scotford casts a pauper's eye over the world of budget games.

64 Competition

GET AS HIGH as a kite (well as high as a balloon) by winning a balloon trip for two and a fab camera in our *Lemmings 2* compo.

85 Bits & PCs

STRANGE SMELL of sulphur every time you try to access DOS? Armed only with a crucifix and a slightly bent screwdriver *Mark Burgess* is ready to do battle with your technical problems.

91 Troubleshooter

THE HACKMASTERS™ and True Players™ get together to bring you part one of a fab *Ultima Underworld II* solution, a guide to *Dune 2* plus loads of hacks to wreck your gameplaying.

101 Off The Boards

SINCE HE SPENDS twenty four hours a day playing them we thought we ought to let *Mark Burgess* take you on a tour of the *Catacomb* trilogy.

107 Wordprocessor

WE COULD HAVE just called it the letters page of course, but oh no we had to go and be all clever about it.

108 Subscriptions

WHY GET OUT of bed in the morning when you can have *PC Zone* delivered straight to your door along with a superb free Electronic Arts game.

113 Buyers Guide

A LISTING OF every currently available game with some recommended buys and a closer look at Adventure games

120 Zoneware

WHAT A BARGAIN! Shareware games and utilities at outrageously low prices.

122 Mr Cursor

IF YOU'VE ALWAYS wondered how on earth a Hard Disk works then read this and you'll be none the wiser.







PC ZONE

19 Bolsover St,
London W1P 7HJ.
Tel: 071 631 1433
Fax: 071 436 1321

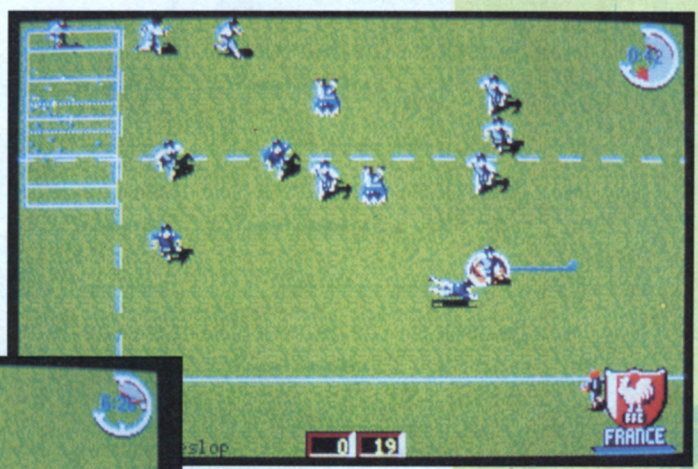
Editor Paul Lakin; **Art Editor** Duncan C. Hemphill; **Deputy Editor** Laurence Scotford; **Technical Editor** Mark Burgess; **Production Editor** Kirsty Fortune; **Designer** Marco Crisari; **Contributors** Andy Clerkson, Duncan MacDonald, David MacCandless, Patrick McCarthy, Vici MacDonald (Design) Paul Presley; **Advertisement Manager** Sara Parker; **Sales Executive** Mike Shepherd; **Group Advertising Manager** Christine Reid; **Publishers** Teresa Maughan, Tim Ponting; **Group Art Director** James Egerton; **Ad Production Manager** Jenni Wood; **Group Production Manager** Jim Bulley; **Newstrade Circulation Manager** Sean Farmer; **Subscriptions Manager** Norman Diamond; **Managing Director** Alistair Ramsey; **Chairman** Felix Dennis; **Published by** Dennis Publishing Ltd. **Repro** Ebony, Heartlands Industrial Estate, Heartlands Road, Liskeard, Cornwall. Tel 0579 46880 **Printer** E. T. Heron, Maldon, Essex.

All material in PC Zone © Felden Productions 1993 and may not be produced in full or part without prior permission in writing from the publishers. PC Zone is a monthly publication.

INTERNATIONAL RUGBY™ CHALLENGE



THE DEFINITIVE RUGBY SIMULATION







IBM PC Screenshots

Artwork, Packaging and Instructions © 1993 Domark Group Ltd. Ferry House, 51-57 Lacy Road, Putney, London SW15 1PR. Programming by Oxford Mobious. Produced by Kris Hall and Nathaniel Wilson.

DOMARK

Bulletin

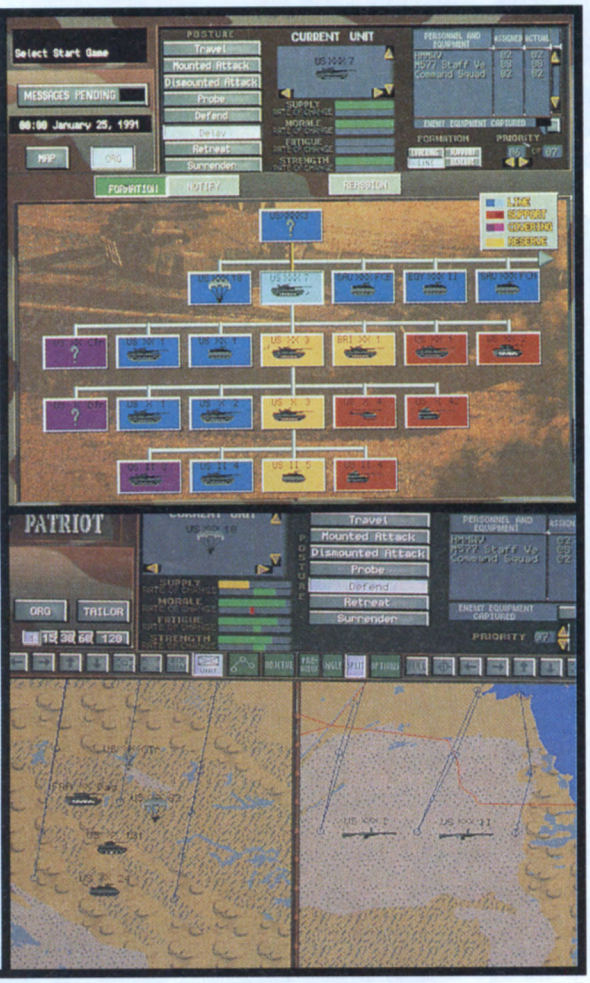
Patriot

THOSE OF YOU who still go misty eyed at the mention of *Harpoon* can throw away the soggy Kleenex because Games Design Workshop, the designers of that little (well not all that little) naval wargaming gem have produced a land-based game which looks to be of equal depth and challenge.

The scenario is the Gulf War arena and the scale of the game is massive. At your command you have military units ranging from air support and artillery to the PBI (poor bloody infantry).

Patriot comes with a huge weapons database and over 150 digitised pictures. More importantly for the serious wargamer the game has various difficulty levels, detailed on-line information and a two player option via modem or direct play. Wonder how many modems there are in Baghdad?

Publisher: Three Sixty/Electronic Arts.
Price: £44.99 **Available:** May



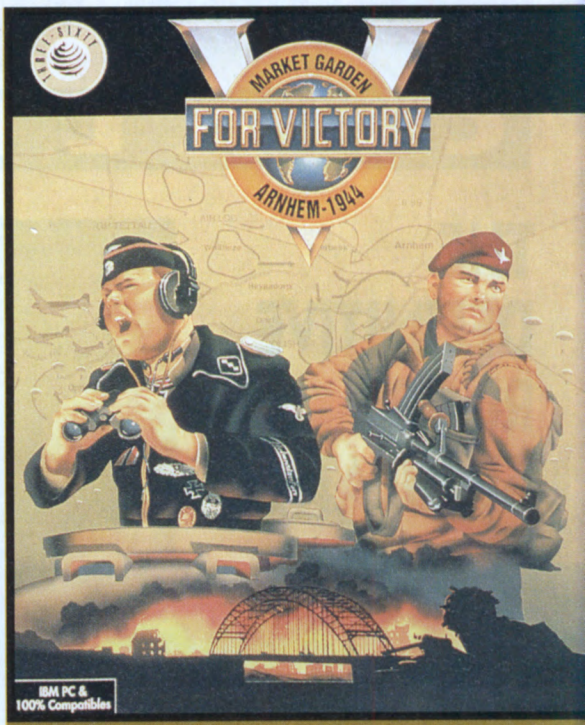
Betrayal At Krondor

Based on Raymond E. Feist's *Riftwar* novels and full of characters, quests, and sub quests *Betrayal At Krondor* is the first RPG from Dynamix. To capture the feel of a book the adventure has been divided into nine chapters each with its unique goal as well as some unique monsters and characters. For extra depth the characters are not only equipped with the usual strengths and skills, they also have secret motivations and ambitions.

All RPGs claim size. With *Betrayal At Krondor* the hyperbole is that to visit each location your character must complete a journey of over a million steps.

Publisher: Dynamix/Sierra **Price:** £44.99 **Available:** Now





V For Victory: Market Garden

The third *V For Victory* game, *Operation Market Garden* throws you into the heat of the ambitious, daring but ultimately doomed attempt to seize three vital bridges behind German lines and hold them while an armoured convoy rushed towards them.

The operation is one of the great ifs of military history. Using the point and click interface of previous *V For Victory* games *Market Garden* has seven scenarios and surely must be the first game to include polders. (There's a software prize for the first person to write in and tell us what a polder is.)

The previous two *V For Victory* games have been extremely well received, let's hope it's not (all together now) a game too far. Sorry couldn't resist it.

Publisher: Three Sixty/Electronic Arts
Price: £44.99 **Available:** April

Eye Of The Beholder III: Assault on Myth Drannor.

The third and final part of *Eye of The Beholder* is a bigger, more beautiful version of it predecessors with a 35 creature bestiary (which will make you glad of the automatic attack function), a greater emphasis on outside scenes and a whole host of puzzles.

Your new quest, to swipe the Artefact of Divine Power from an undead lich called Achwella, (as opposed to undead lichen) involves far more locations than the two previous outings. These locations include a forest, a mausoleum, a temple and several guilds.

***Eye of The Beholder III* is a noisy beast too, with 70 digitised sound effects, six fully scored music pieces and three times as many cinematic intermissions as its predecessors. The noise you can hear in the background is the mass salivating of a thousand *Dungeon* fans. The game will be followed up with a Clue Book though not before our very own Troubleshooters have got there first. (They cried in a rare and not entirely convincing attempt at bravado.)**

Publisher: US Gold/SSI **Price:** tba **Release Date:** April

International Rugby Challenge

International Rugby Challenge **is a sequel to Domark's *Rugby World Cup* and mixes management with arcade action and a whole host of tournaments and opponents. Having dabbled in team selection and a few friendlies you can take on 16 international teams in The Triple Crown, Five Nations and World Cup tournaments.**

With action replay to enable you to savour the more detailed animations *International Rugby Challenge* should go some way to consoling England fans for the loss of the Grand Slam and Triple Crown.

Publisher: Domark **Price:** tba **Available:** April



Ultima VII: Part 2. Serpent Isle

So why isn't it called *Ultima VIII?* Well fans of *Ultima* will know that each game has a completely re-written game engine. Not for Origin the world of slapping a new story on an old engine system. Until now. *Ultima VII: The Black Gate* was so highly praised that the same engine has been used again, hence the 'Part II' tag.

There are enhancements, with larger close-up portraits of the characters you meet and a full view of your own character which allows you to dress and arm him just like one of those cut out dolls that we'd all remember if we weren't such rough gruff sort of fellows. There are new terrain features too such as ice, snow and lava (hopefully not at the same time).

Ultima VII: Part 2 **does not require you to own, or even be familiar with *Ultima VII: Part 1*, or indeed any of the *Ultima*. games. It's a complete game in its own right. However the game does tie up many loose ends from *VII/1* such as what became of Iolo's wife Gwenno or Batlin the leader of the fellowship. It will also keep fans (fanatics?) busy until *Ultima VIII* comes storming into action.**

Publisher: Origin/Electronic Arts **Price:** £49.99 **Available;** Now





Eagle Eye Mysteries

ELECTRONIC ARTS have announced a new educational product range aimed in part at the classroom environment. First out under the EA Kids banner is *Eagle Eye Mysteries*™ set in a youthful detective agency in Richview (!) There are sixty cases for the young detective to solve.

Publisher: Electronic Arts Price: tba Available: Now



DISPATCHES

+++ TO START OFF IN A FAIRLY alphabetic manner Accolade are set to release a couple of interesting new products in the next few months. *Protostar* is a space based RPG while *Blue Force* should warm the truncheons of *Police Quest* fans since it's been written by the same team.

+++ WHILE THE WORLD HOLDS its breath waiting for *Sensible Soccer* to arrive from Renegade the more tactically minded might be interested to know that Domark are releasing *Championship Manager '93* which is, unsurprisingly, an update of last year's game.
Further tactical challenge can be found on two new games from Impressions, *Cohort 2* and *Air Force Commander.*

+++ HOWEVER IF YOU'RE NOT into winning wars and influencing people, if you like nothing better than a good sob to a Disney cartoon, how about *Beauty And The Beast* from Infogrames? Based on the award winning film, the game is described as a "family game" which usually means it's aimed at under twelves and mums. Consisting of five sub games all leading to the preparation of the feast it's not likely to sell massively to fans of *Resevoir Dogs.*

+++ THEY'RE MORE LIKELY TO be switched on by *Armored Fist,* a futuristic tank sim from Novalogic/US Gold. The thirty scenarios are all based round a dust up between the US and CIS. (Really optimistic view of the future eh? Why let a change of acronym affect your scenario.)

+++ US GOLD ARE ALSO SOON to release the PC version of Delphine's acclaimed *Flashback.* Mind you, knowing the reputation of the weirdly French Delphine, the game may well be more than a tad late. Worth the wait mind you.

+++ AS WELL AS SENSIBLE *Soccer* (how many times can we mention it on a page?) Renegade are converting another of their Amiga hits *Fire and Ice,* a rather smart, foxy platform game.

+++ LOTS OF ACTION ON THE Virgin scene right now. Dino Dini, the man behind *Kick Off 1* and *2* is working on *Goal,* which is (shock, horror) a footie game. The team behind *Eye Of The Beholder 1* and *2* is working on *Lands O'Lore* which is (yet more shock, horror) an RPG. Life's full of surprises.

Bulletin

The Maltese Amoeba

(Or, how I learned to stop worrying and love the virus.)

Some readers may have been alarmed by a virus being detected in the **PKUNZIP.EXE** files on the cover disks of our first issue. Don't panic. These files do not have a virus. *Norton Anti-Virus* (and possibly other virus scanning/killing programs) will detect the *Maltese Amoeba* virus on that disk.

They do have a small section of code which, coincidentally, partially matches the signature of the *Maltese Amoeba* virus. This section of code is not harmful.

Symantec, the manufacturers of *Norton Anti-Virus*, and *PKWare*, the manufacturers of **PKUNZIP 2.0**, are both aware of the problem, and both companies are preparing statements.

A phone call to either of these companies will confirm that this is the case, and that there is no danger of viral infection from **PKUNZIP 2.0**. Readers with registered copies of *Norton Anti-Virus* should contact Symantec for a patch which fixes this problem. This seems a good place to stress that all our cover disks are tested thoroughly for all known viruses.

Pinball Dreams

There are some people (not all of them a million miles from the *PC Zone* office) who still hanker after simple non techie amusements in life such as pinball. For them *Pinball Dreams* could be a... er... dream come true.

The game has four tables: Ignition (space), Steel Wheel (wild west), Beat Box (music) and Nightmare (go on, guess), each with its own music and sound effects. Up to eight players can take part which is eight more than on the machine down our local.

Publisher: 21st Century Entertainments **Price:** £34.99
Available: April

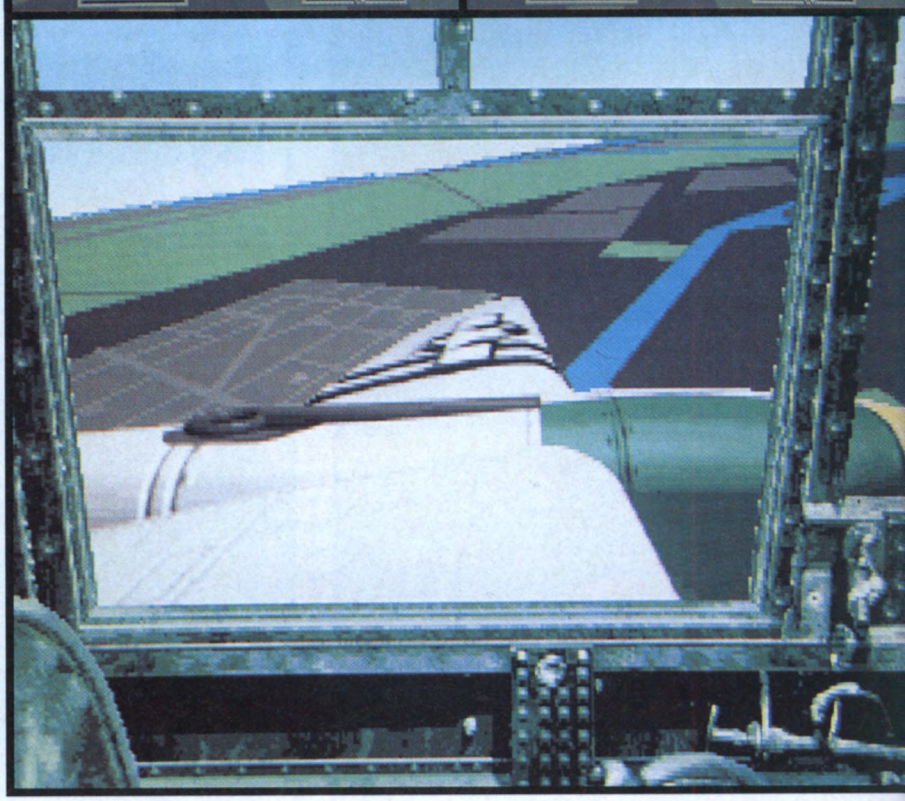


Aces Over Europe

There aren't many people who would swap a pacific location for Europe but the flight sim enthusiasts are a funny old bunch and having got their fill of the excellent *Aces Of The Pacific* and its data disk *WWII:1946*, they've been baying for a sequel. Here it is. *Aces Over Europe* moves the action to the colder and more crowded skies of the European theatre. Swap your Mustang for a Spitfire and gen up on your Messerschmitt identification and then it's... woops! Nearly said chocks away.

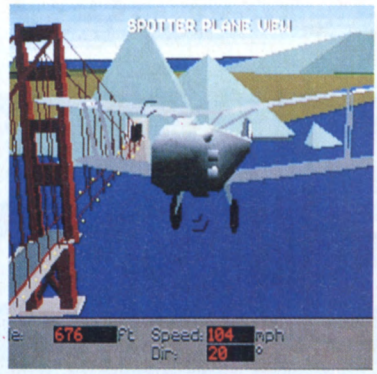
Publisher: Dynamix/Sierra **Price:** tba **Available:** April













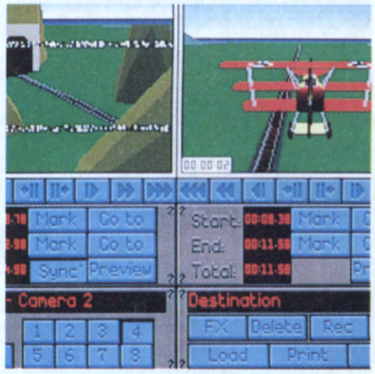


STUNT ISLAND

Be stuntman, pilot and producer... In Hollywood anything's possible!











YOU'VE EVEN BEEN NOMINATED FOR AN OSCAR FOR BEST ACTION FILM.

The major American film studios have just signed the most unusual contract in their whole lives. They have bought an island: STUNT ISLAND, a film and aerial stunt paradise.

Created with the help of Hollywood professionals, STUNT ISLAND combines aerial simulation and film production for the first time ever. On STUNT ISLAND not only can you pilot a plane, but also film your own progress, edit and add sound to your own pictures to create breathtaking action films.

Choose aircraft from 50 models, from a First World War biplane to a Challenger shuttle, and take part in 32 missions in the great aerial stunt competition.

Create your own stunts using a library of 34 film sets and 800 props, vehicles, people and buildings, which you can direct to produce film sequences in keeping with great Hollywood classics.

So now you are an aerial acrobatics star? Then take control of 8 cameras which capture your exploits from the craziest angles ever. When you've finished shooting, move to the post-production studio to edit and add sound to your pictures with the aid of 100 different sound effects and sound tracks. 15 ready-edited films allow you to familiarise yourself with cinematic techniques.



© DISNEY



Distributed by :

INFOGRAMES

Disney SOFTWARE

Available on PC.

NAME

ADDRESS

TEL

I would like to have some free information about Disney Software.

Coupon to be returned to INFOGRAMES Ltd., 18 A Old Town, CLAPHAM, LONDON SW4 OLB, ENGLAND

BOOT Up!

Our prescription for a brighter day is to pla
our exclusive slice of Al Lowe's latest breeze



COVER DISK

Freddy Pharkas



Howdy Pardners! You'll remember big ol' Al Lowe, the fastest joke in the West, and how he had many a saloon in fits with his tales of Larry and his Leisure suit. Well now he's back in town with a new tale and he's appearing exclusively at the *PC Zone* bar. So git yerself a drink 'n' a seat, and settle back to enjoy The Ballad of *Freddy Pharkas*, pharmacist with a gun, then git yerself down to Coarsegold and git a little action yerself.

Seems like that there little old town of Coarsegold has gone and got itself a bit of a crime problem agin, pardners. How's about you yellerbellies git up on yer hosses and mosey on down to give that there Freddy Pharkas a hand sortin' it all out.

Now you mind old Freddy, he may be jus' a little ol' pharmacist, but he's got hisself a mighty strange past. Let me jus' say he's not the sort of critter yer aim on givin' no trouble to, lest yer get yerself a dose o' aspirin where the sun don't shine.

Guess I'd better tell y'all how yer might go 'bout helpin out ol' Fred...

How yer play

To start off you should get yer posse over to the directory in which yer installed the demo, and then type `SIERRA.` When the main menu appears yer can select 'Play a Minigame' to git yerself some action, 'See the Ballad' to singalong with a song 'bout that there Freddy Pharkas, or 'Vamoose' if yer a real yellerbelly an yer' wants to git the hell out of town in a hurry.

If yer gits tired of singin' the ballad yer can press a key or rodent button to get back to the menu. Yer should pay attention now pardners 'cos I'm gonna tell yer that the ballad starts automatically if yer don't do anythin' for a while, even if yer halfway through a game. Yer can stop this from happenin' by callin' up the in-game menu when yer wants to pause and reflect fer a while.

At the start of the game, make sure yer pays attention to what folks tell yer so's yer know jus' what to do.

When any ol' body is speakin' to yer, yer can be a darned rude critter and press a key, mouse or joystick button to interrupt 'em. When there's somethin' goin' on that yer' have to watch, yer littl old cursor turns into a steer's head.

Otherwise yer have four courses o' action open t yer. Yer can see which action yer currently geared up to perform by takin' a peek at yer cursor. Boots are made fer walkin', Specs are used fer lookin', Hands are good fer usin' stuff and Speech Bubbles get yer talkin'. Yer use yer cursor by movin' it over the object, area or person yer int'rested in and clickin' with that there left button of yer rodent.

You can change yer cursor type by clikin' yer right button or by movin' yer cursor up to the top yer screen to reveal a menu bar, then left clickin' on that there on the icon of the most relevance to yer current sityooashun.

Yer ought to be aware pardners that there are three other actions yer can perform from that littl ol' menu bar. Yer can change yer settings, get help



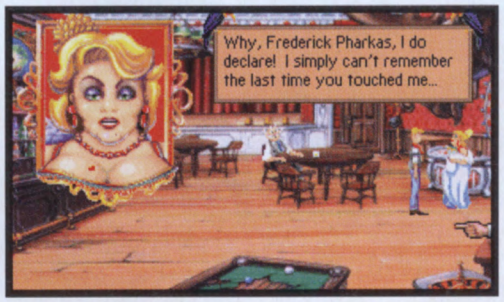
Sing-along-a-zone...



Take a stroll through Coarsegold.



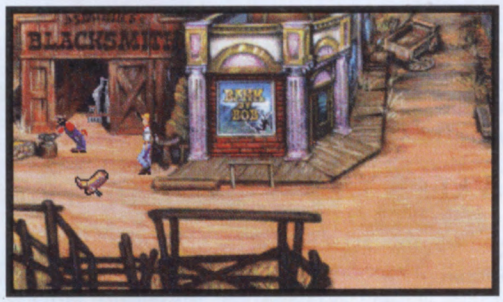
... with the ballad of *Freddy Pharkas.*



You can look, but don't touch.



There's trouble down at the old mine.



Meet interesting people (but not on this screen).

on menu items and icons and check out yer score.

Yer can also use a joystick if yer have one, or a keyboard if yer a poor varmint and yer can't afford a rodent or a joystick. Good luck pardners – don't go catchin' no bullets will yer now!

How to Install

To install the *Freddy Pharkas* demo, log onto the drive in which the disk is inserted and type `INSTALL`. You must specify a hard drive on which the program is to be installed. You will see a menu with a list of suggested parameters. Change any of the parameters if necessary and then select 'Accept choices and begin installation' to begin installing the files to the drive and directory you have selected. From this menu you can also view the documentation for the demo and make a boot disk. It may be necessary to do this if you have trouble running the demo because of insufficient memory.

Demo Requirements

To run this demo you will require:
286 16MHz or better (386 16MHz is recommended).
EGA or VGA.
A hard disk with at least 1.8 Mb of free space.
570K (583,000 bytes) free base RAM.
A Microsoft compatible mouse is recommended.

How to install the disk programs

Insert the disk into your drive and log onto that drive. Now type `Install` to start the installation utility. Select a hard drive to install to and then choose the configuration that best matches your machine. Select 'Accept choices and begin installation' to begin copying the files.

******** HELP! *********

If you still have problems after following the loading instructions, then please phone our Helpline number before returning your disk. **Call Sam Miah on:**

COVER DISK HELPLINE 0274 736990

The Helpline operates between 9.00am and 4.30pm weekdays. If possible, please have your computer operating and your cover disk ready when you phone the Helpline. If your phone is not near the computer then please note down as much information about the fault as you can and have a pen and paper handy before you call.

If, having called the Helpline, you are advised that the disk needs returning, please place it in a padded envelope with a stamped, self-addressed envelope for the replacement disk, and send it to *PC Zone* Issue One Disk Replacements, TIB PLC, TIB House, 11 Edward Street, Bradford, BD4 7BH.

Please *do not* return faulty disks to *PC Zone*. We do not stock replacement disks, and will be unable to respond to requests for them.

PC Zone and its suppliers cannot be held responsible for damage to data, disks or hardware resulting from use of these disks.

Medallion Man



Leisure Suit Larry gets a new image thanks to the SCI interface.

AL LOWE MADE his name as the creator of the irrepressible Leisure Suit Larry. The Larry adventures, of which there have been five to date, were instrumental in bringing adult humour to the realm of PC games. They couldn't contrast more with the work of Sierra's other stalwarts like Roberta Williams.

Larry's appeal is that despite qualifying as the world's number one nerd, he always manages to come out on top (of the situation that is). Being the wrong side of forty, hirsutely challenged, totally inept with women and about as seedy as they come is evidently a condition that many computer games players can identify with, if the growing popularity of Lowe's progeny is anything to go by. Whether this is a sad reflection on the world in general or just us computer game fantatics we'll leave the reader to decide!

Having just given the original Larry game a new leisure suit in the form of the no-typing SCI interface, Lowe has decided that the world is ready for a new kind of hero. Can a frontier pharmacist really step into Larry's shoes? Play the demo and judge for yourself...

MULTI-MEDIA MADNESS!

PRICES SLASHED ON CD-ROMS AT THRIPPLEWOODS!

Enter the world of Multi-media with these two superb offers on SONY and MITSUMI CD-ROMS

CD-ROM KITS

The SONY Desktop Library is a complete CD-ROM multimedia kit that turns your PC into a learning centre, a research tool and an entertainment complex.The CD-ROM drive and Sound Board are compatible with MPC multimedia hardware standards so you can use any of the DOS and Windows multimedia applications available and are also fully compliant with Kodak's Multisession Photo CD-allowing you to access 35mm photographs from your computer!! Each of the CD-ROM kits featured also includes a SONY audio software utility that lets you play music CD's on your CD-ROM as well!!

CDU7305 - COMPLETE EXTERNAL CD-ROM KIT

- Tray-loading CD-ROM drive • Six CD-ROM discs (details below)
- 2 SONY stereo speakers with batteries • 16-bit Sound Board c/w MIDI sequencer, 20 voice stereo synthesizer & 4 track mixer.
- 3.5" & 5.25" installation software • Cables • Users/Troubleshooting guide • Sound Board Manual **£699 + VAT**

CDU31A-LL/L COMPLETE INTERNAL CD-ROM KIT

Same features as CDU7305 but with internal drive unit. **£549 + VAT**

CDU31A-LL/N INTERNAL CD-ROM STARTER KIT

- Tray-loading CD-ROM drive • 3.5" & 5.25" installation software
- 3 CD-ROM discs (Grolier Multimedia Encyclopedia,Great Wonders of the World:Vol1, GeoWorks CD-ROM Manager)
- Cables • User/Troubleshooting guide **£349 + VAT**

DESKTOP LIBRARY CD-ROM DISCS

GeoWorks CD-ROM Manager
Lets you organise & manage your Desktop Library software.Features a personal organisation/appointment planner, address book, 2 games, 2 communication programmes & TEMPRA software to give access to Kodak Photo-CD!

New Grolier Multimedia Encyclopedia
Latest version! All 21 volumes on one disc!
Sound, graphics & video combined, over 33,000 articles!!

TIME Magazine Compact Almanac
The 1st complete current events reference on CD-ROM. Over 15,000 articles from 69 years of TIME enhanced with photos, chatrs, maps, sound clips & video!

The Presidents: It All Started With George
An interactive CD that looks at all the U.S presidents.1,400 photos, 33 video clips, famous speeches facts & figures!!

Great Wonders Of The World:Vol1
A multimedia tour of 10 of the greatest man-made wonders.Inc Taj Mahal, Great Wall of China, Venice etc..

Where in the World is Carmen Sandiego? Deluxe Edition
An interactive learning game that teaches physical & cultural geography.Features animation, photo's & even authentic Folksongs!!

FAMOUS FOR VALUE IN MICRO COMPUTERS

THRIPPLEWOODS

A member of the P&P group of Companies

POWER PACKAGE!

MITSUMI'S MULTI-SESSION/MPC CD-ROM AND MICROGRAFX "GRAPHICS WORKS"

BOTH KODAK-CD COMPATIBLE!!

We've put together two brilliant new products to get you into the world of CD-ROM for an unbelievably low price!!Trust Thrippleswoods for the very best deals in computing!!

MITSUMI LU005S CD-ROM DRIVE

This superb machine boasts a 350ms access time, sustained 175kBytes/sec transfer & the drive is multi-session so it can access Kodak Photo-CD's! Comes with 16 bit controller card!

MICROGRAFX *"GRAPHICS WORKS"*

This brilliant product is a suite of 5 Windows 3.1 based programmes all on one CD-ROM disc! Its the first graphics software that makes all your graphics projects fast, fun & easy!!

- *Graphics Works* PHOTO MAGIC

A powerful bitmap editor with direct import facilities from Kodak Photo-CD.35 special effects inc blur, smooth, sharpen, edge detect, 3-D, emboss.Supports 24 bit, 16.7 million cols!!

- *Graphics Works* WINDOWS DRAW

A comprehensive collection of drawing tools with facility to import a variety of bitmap formats inc EPS!

- *Graphics Works* SLIDE SHOW

Eye catching presentations are easy with this simple programme.Large choice of mixes, fades, wipes.Frames directly from DRW, GRF, PCX, PIC & TIFF.

- *Graphics Works* WINCHART

Simple to use, can take data from Excell, Lotus 1-2-3 etc to give 6 predefined charts.C/w 3-D & full draw options!

- *Graphics Works* ORGCHART

Instant organisational chart creation with automatic line drawing & photo & note linking.Creates charts up to 100" x 100"!

ONLY £289 & VAT

Tel: 0706 832005 or 071 265 4565
Fax: 0706 832100 or 071 265 4548

Unit 4, Unicom Park, Carrs Industrial Estate, Haslingden, Rossendale,Lancashire BB4 5HU.

OPEN MON-FRI 9.00 - 6.00 SAT 9.30 - 2.0024 HOUR ANSWER PHONE

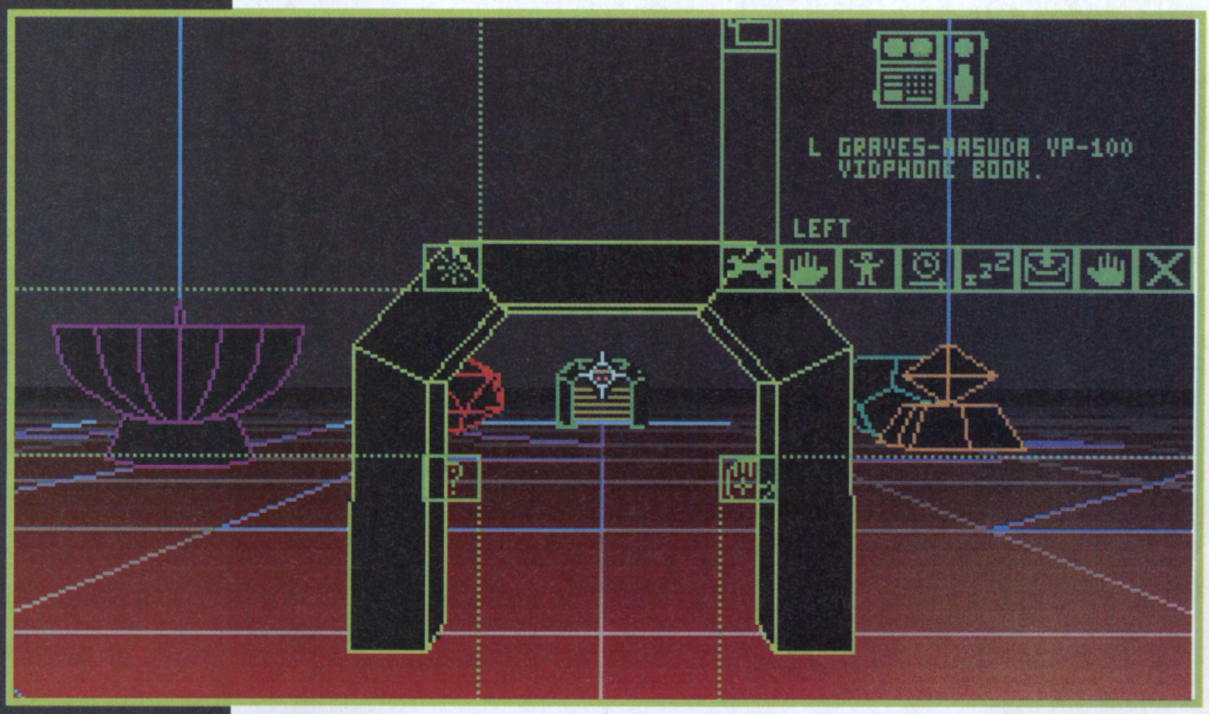
CARRIAGE: Next Day £3.90 & VAT-Small Packages, £7.50 & VAT Systems and printers

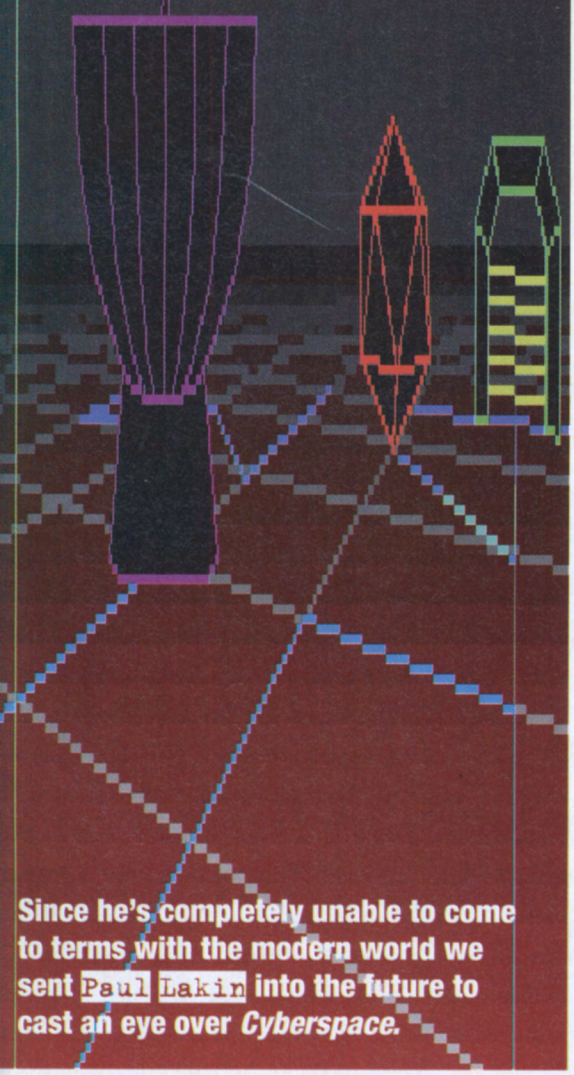
All prices exclude VAT and delivery. All prices subject to change without notice. Access/Visa/Mastercard accepted Official Orders Accepted
Callers : We welcome callers but do not have a showroom.If you want to collect goods, please give us advance notice as it takes time to get goods out of the warehouse and we dont want to keep you waiting.



(Cyber) Space Oddity

Within *Cyberspace* is cyberspace. Confused? You will be. This game is a Hackmaster's™ delight. Within the 'real' world of New Boston is a computer generated virtual reality. This is cyberspace and from it you can access the computer networks of every building in the city. To complete the main scenario of the game you'll need to do some network running but if you're a full blooded Hackmaster™ you'll be able to do loads. *Cyberspace* – your flexible friend.





Since he's completely unable to come to terms with the modern world we sent Paul Lakin into the future to cast an eye over *Cyberspace*.

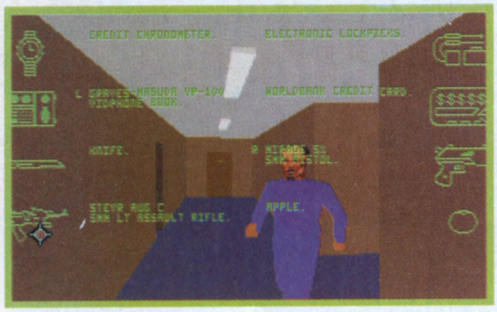
WILLIAM GIBSON HAS a lot to answer for. His novel *Neuromancer* really started the whole cyberpunk concept and led to hundreds of rip-off novels, hundreds of badly written cyberpunk style games manuals and even a computer RPG which quite a lot of people liked. (I wasn't one of them but that's probably a mark in its favour.) Along the way the serious, tabletop RPG merchants were bound to get in on the act. And boy did they get in on it. Iron Crown Enterprises (ICE) produced a massive board game with a rule book the pages of which I am insufficiently numerate to calculate. The original game was followed up by a number of sequels/scenarios. They were all good but, like many of the more in depth RPG board games, were a tad slow, requiring you to cross reference about a million charts simply to see which finger you'd lost. There's only one answer to a problem like that so, hot on the heels of *Cyberspace* the board game comes *Cyberspace* the computer game.

Well, I say hot on its heels, in fact Empire has already spent 18 months on the game. Much of this time has been taken up with developing a new 3D system which manages to combine polygons, cones and bitmaps to produce detailed 3D graphics capable of scrolling at an alarming speed. The strengths of the system show not only in the scrolling but in small touches like being able to see through open doors into the room beyond instead of being faced with a black square. ☞

Cyberspace

PUBLISHER: **Empire**	PRICE: **tba**
TELEPHONE: **0268 541126**	OUT: **September**

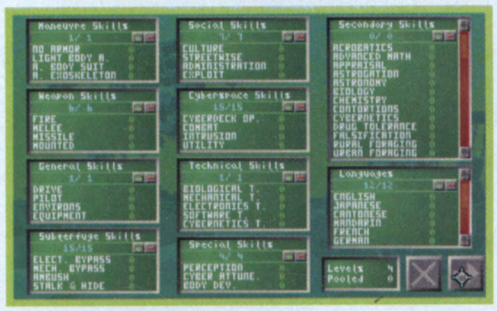
Blueprint



All these icons and all I want to do is ask the way to the toilet.

MY GENERATION

The character you play will affect the initial scenario of *Cyberspace* (your medium term aim). The game comes with a pre-generated character in each of the 6 professions (Sleaze, Sneak, Net Junky, Jockey, Tech Rat and Killer). You can of course generate your own character, *Cyberspace* uses a refined version of the character generator system from the original board game. If you're really into individuality you can modify your character's appearance (you narcissus you) though this is the last time you'll see your face so it's a tad pointless.





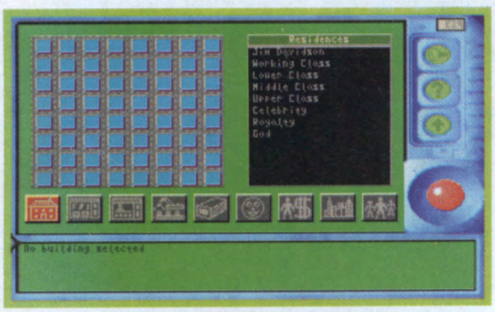


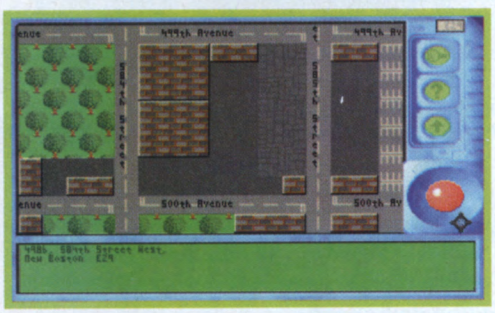


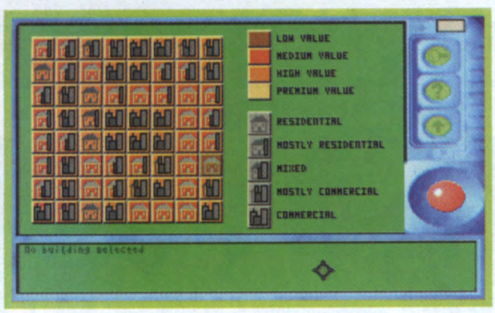
NEW BOSTON – IT'S MY KINDA TOWN

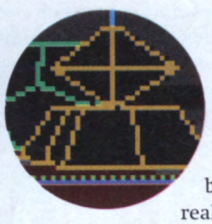
For a city to house over a million inhabitants it needs to be fairly big. New Boston is certainly that, containing over one hundred thousand locations, each of which can be visited.

Movement about the city is controlled via the map which can be viewed in 3 different details. The screen shown here is only an early version, the social groups will be changed in the finished game. Which means you wont be living in a street of Gods, or Jim Davidsons for that matter. Shame.









The animation system was also developed specially for *Cyberspace* and what I saw of it was more than a little impressive. The characters in the games have bitmapped heads, for more realism and individuality, then polygon and cylinder bodies for ease and smoothness of animation.

Putting all this effort into the code not only means that the finished product should be of a very high standard but also that the framework is in place for any number of sequels. (They're no fools these guys.) Before the sequel though, comes the game itself.

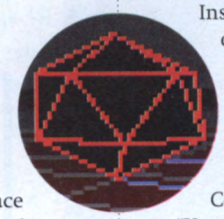
Play The Game

Since part of the aim of *Cyberspace* is to discover the scenario, I don't want to give too much away. The action takes place in the not too distant future where power has passed from governments to huge multi-national corporations. Sounds pretty contemporary really. You've just arrived in town. Town being New Boston, a name which Empire mention with an apologetic smile. You have a friend in the city who begins to act in an increasingly secretive manner and then disappears. That's friends for you, never around when you need them.

As you search for your friend you'll be drawn into numerous sub plots which don't all need to be completed but add to the non-linear scope of the game. This is a particularly emphasised aspect of the game. You should be able to do what you want.

Cyberspace is played in real time first person perspective and the aim is to get as close as possible to virtual reality, though Empire's Rick Yapp says "I don't think VR can exist on the PC – I associate it with glasses." Still *Cyberspace* is not far off. The first thing you'll notice about the screen is that unlike other 3D adventures, what you see fills the whole screen, adding to the 3D effect. Control/information icons are accessed via a Head Up Display, creating a more futuristic feel.

Along your way you come across thousands of characters all of whom look different and all of whom can be interacted with. One of the new features of *Cyberspace* is the form dialogue takes.



Instead of selecting from a number of quote options you will simply make a positive or negative response but then use an attitude modifier to select the appropriate tone. This takes the form of a sliding scale ranging from Calm to Aggressive and from Respectful to Contemptuous. As my teachers used to say: "Your attitude will be noted".

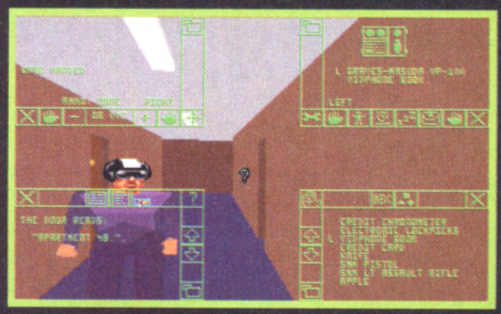
Violence is of course the last refuge of the incompetent so if you're anything like me you may find yourself shooting first and asking questions later. An attitude of mindless violence is not encouraged in the game. "We spent a long time creating all these people." bemoans Rick, the last thing they want is someone blowing them away. Not included in this are the security guards, who are "cannon fodder". *Cyberspace* is bad news for security guards.

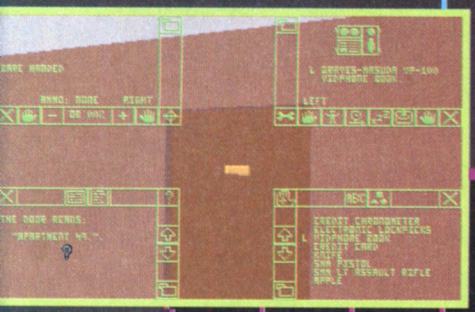


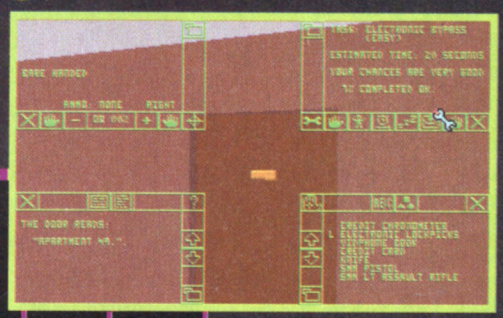
ONE DAY IN CYBERSPACE

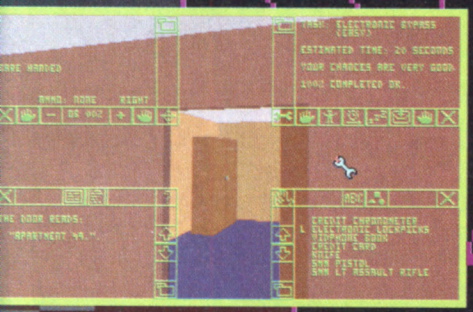
Walk this way to for a PC Zone stroll round the Cyberzone world. Remember these are early graphics, just used to give you an impression of the gameplay.

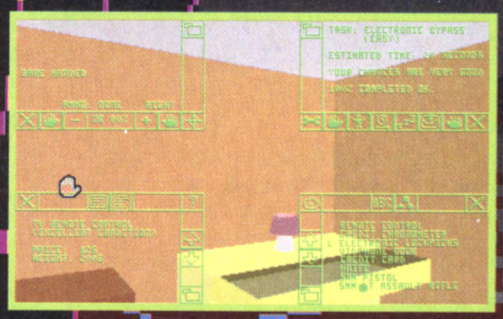


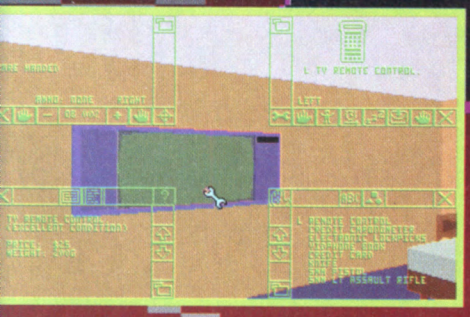


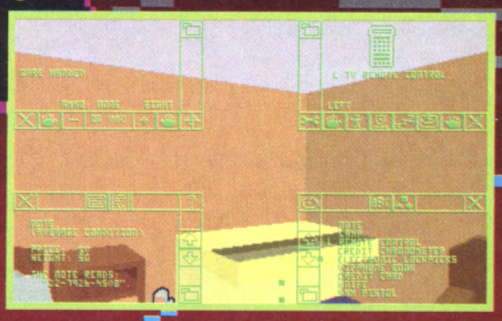


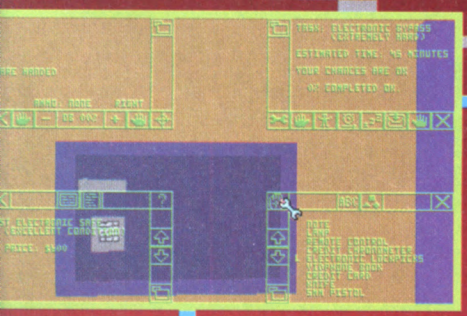


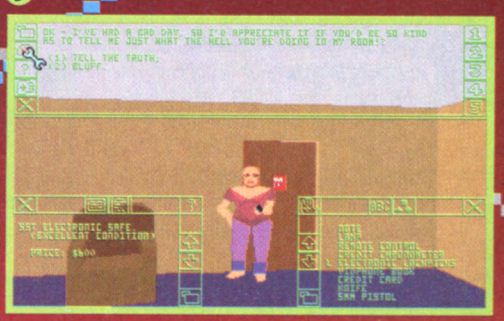












0 Mercedes Scott. What a dame. Name like a limo, body like an articulated lorry – but this woman could do things with a bicycle pump and a tin of spaghetti hoops that would make a grown man cry. According to the data she could be found 48th Street, so that's where I'd be headed. I hadn't had a good cry in ages.

1 I'd found the block and I'd found the floor, I'd also found trouble in the shape of a six foot lump of meat that thought it was Security. It could think what it liked as long as it didn't try to talk as well, and I didn't reckon this punk could handle more than one task at a time.

2 49. Just another number among thousands. The only thing that made this one special was that it was the number I was looking for. Everyone's gotta be special somehow. The door wanted a lick of paint. It also wanted someone to open it, and I seemed to be the only one around to do it.

3 As doors went this one made a great paper bag. My chances were very good. Those were the sort of chances I liked. With chances like those a guy could think about backing one number in roulette and retiring on the winnings. A guy could think about settling down and sharing toothpaste with the nice girl in 401 Lincoln Street. First though, he had to open these doors.

4 Not much of a room, but then this wasn't really much of a day. I'd had more fun reading last years Vacancy ads. Nice screen on the wall. Nice if you liked watching a lot of television. Sometimes I think there must be more to life. Right then I thought there must be more to this screen.

5 Remote control by the bed. Deduce that girl watches TV in bed. Hell that's all I get to do in bed these days too.

6 I didn't need to be beaten over the head with a blackjack to realise that there was something funny about this screen. (I don't need to be beaten over the head much these days, I wish people would try to remember that.) I'd seen more action down the morgue. This needed some investigation.

7 Nice girls don't keep 'phone numbers by their bed. Especially when they don't have a phone. Something smelt strange, I should never have bought that cheap aftershave.

8 Enter the numbers and hey presto the screen pulls back to show a safe. I'm getting good at this. My chances are only okay but hell, I've got forty five minutes to spare and I'm getting the feeling that maybe this is my day.

9 So much for feelings.

NB Paul Lakin has never read *Neuromancer* but he has read rather too much Raymond Chandler.

Blueprint

Strike Commander

PUBLISHER: Origin/Electronic Arts	PRICE: £49.99
TELEPHONE: 0753 549442	OUT: Now



"Tread a fine line between right and wrong, profit and loss"

Texture mapped rotaty 3D bitmaps anyone? Ones that zoom in and out? And how about Gouraud shading on vast fractal landscapes? Interested? Well, you're in the right place, because Duncan MacDonald has just had a look at the 'not quite finished yet' *Strike Commander*, from Origin/ Electronic Arts...

WING COMMANDER started it all I suppose – all this rotaty bitmap stuff – and even though it wasn't much of a 'game' as such, it was 100% clever, and certainly came into its own if you wanted to show off your PC (unless you happened to own a 1MHZ valve jobbie like most people in this country did back then, but that's another story). But anyway, following hot on the heels of *Wing Commander* came the inevitable sequel, *Wing Commander II*, which was obviously even better – still not much in the way of the gameplay, but weighing in at about 200% clever. So how could Origin follow on from this? Well, it's obvious... they could either give up and go home or get cleverer still and serve up something 300% clever. They plumped for the latter. State of the art games technology akimbo.

So It's That Guru Stuff, Is It?

Yes, call it Guru if you like, or Goooroood, or get totally poncey, slip into a French accent, and say "Gyeuriéu": but it amounts to the same thing – Gouraud shading. *Strike Commander* is chock full of the stuff. Gouraud shading on fractal generated terrains. Look out of your aircraft cockpit, wherever you will, to the left, the right, forwards or backwards, and all you'll see is Gouraudness, stretching inexorably off, all the way to the horizon.

And This Is All Set In Space, Right?

Er... no, it's not in space. I didn't bother to mention it because I thought you might have noticed from the screenshots that *Strike Commander* is in fact set on Earth.

But It Might Have Been Another Planet...

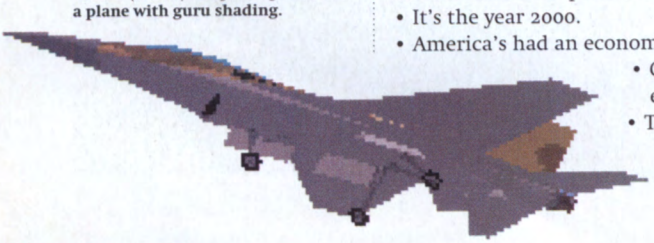
Except it's not another planet... *Strike Commander* is most definitely set on Earth. It's a departure from the *Wing Commander* games, but there you go: there's precious little I can, or want, to do about it. So *Strike Commander* is set on Earth. But when? Where? Why? Hmmm, I think it might be time to tell you the whole 'story', as it were. Now I *know* this is the part nobody wants to read – and to be honest with you I can't really be bothered to write it down myself – but seeing as *Strike Commander's* action is apparently held together by its storyline, it may be prudent... in other words bear with me, and I'll make it as painless as poss.

- It's the year 2000.
- America's had an economic collapse.
- California's been hit by the earthquake.
- The federal government can't afford to help.
- There's a lot of bad feeling going around. ☞





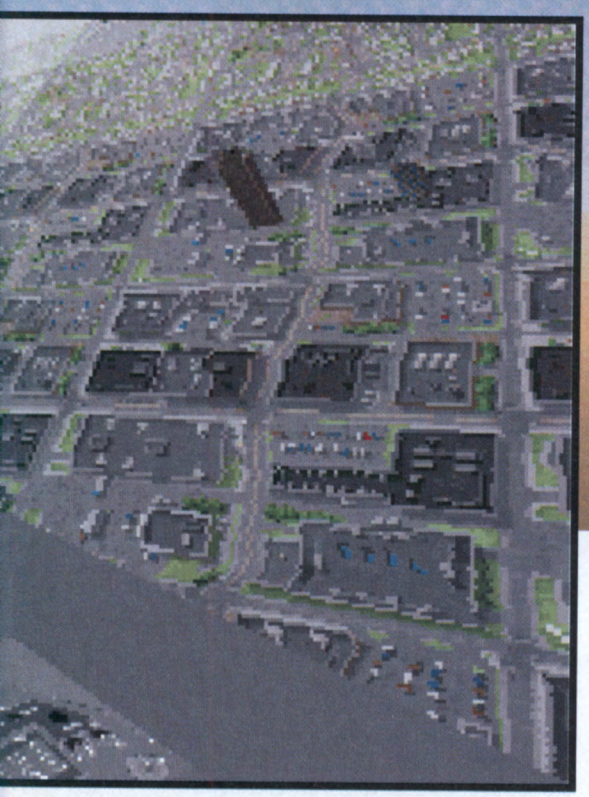
(This page, Top) Cue *Mary Whitehouse Experience* joke... "See that bloke in the helmet? That's you that is." (Middle) The weapons select screen. (Bottom) Banking to the right and using the planning view forces even the most cynical person would say "Blimey, it's just like I'm really there!" (Below) Not just a plane, but a plane with guru shading.



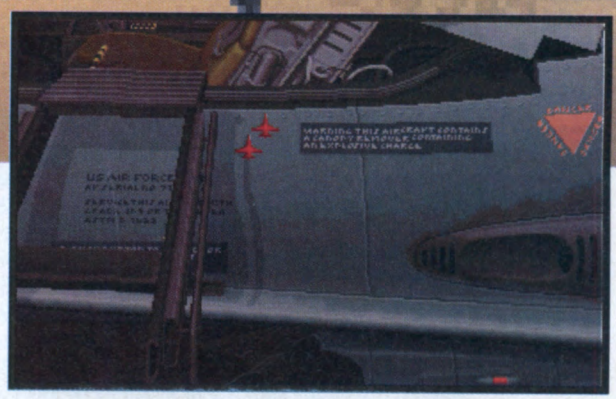


(This page, left) Flying over a vast guru shaded desert you get a lock on the enemy, release a missile, and over the radio he says "Allan save me". Why? *(It's Allah save me. Ed)* (Middle) Lots of shapes on your HUD, such as circles and diamonds, meaning you really ought to tap the fire button. (Bottom Left) Giant bitmap at two o'clock. (Bottom Right) Ideally, by the end of the game the picture of your plane has to have as many pictures of other planes drawn on the side of it as possible. (Main Picture) "Allan" hasn't been very successful in saving this enemy pilot.

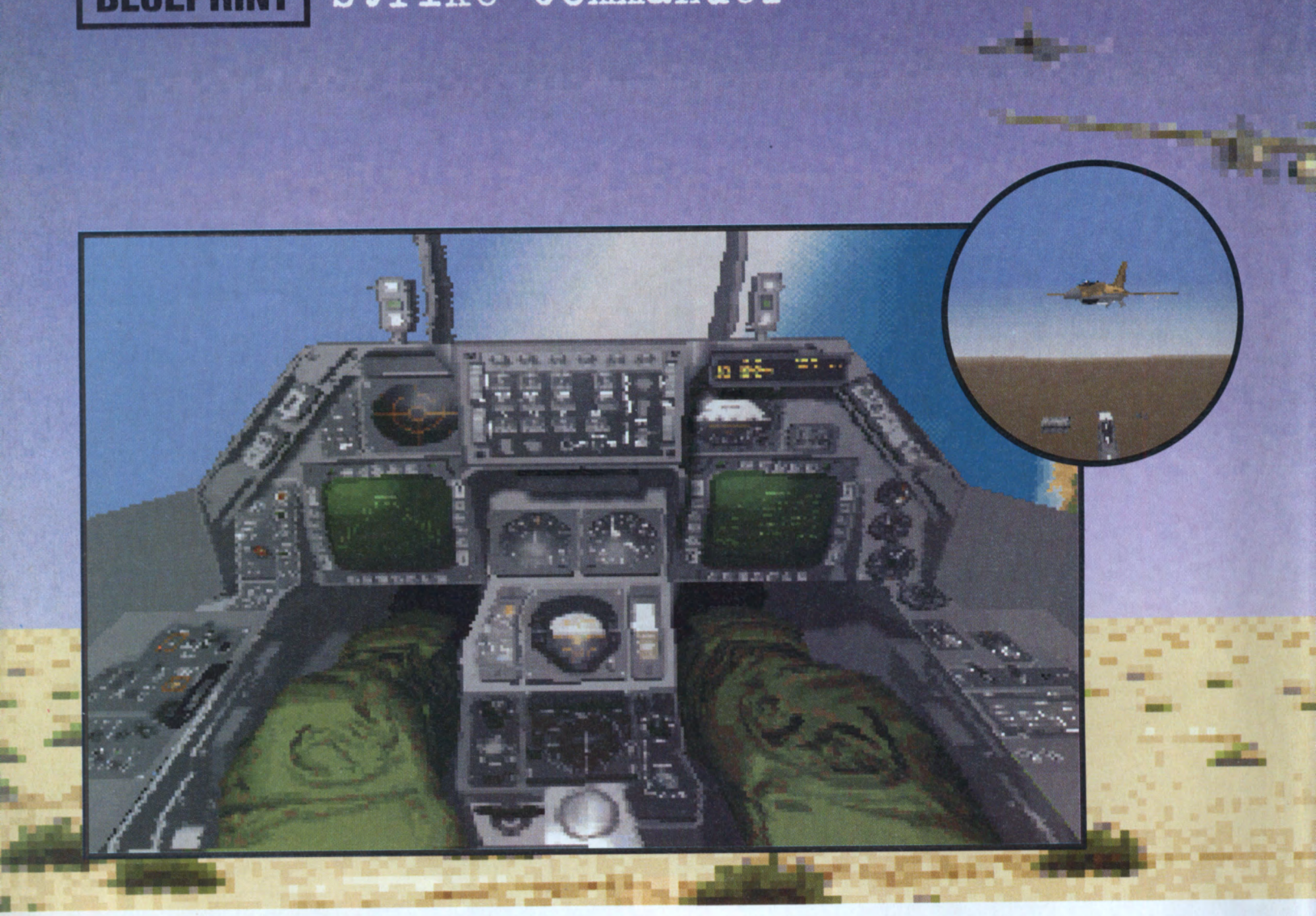


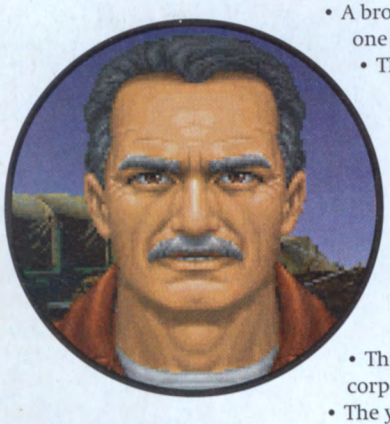






Strike Commander





(This page, top) Yes, you can even look down in your cockpit and see what your knees look like. (Inset) Guru landscape, guru plane and rotating scaley bitmapped landing strip ahoy. (Above) One of the many characters you'll interact with... see if you can guess whether or not he's a goodie.

- The United States stops being 'United'.
- Twelve states become independent.
- Five other states have merged, calling themselves 'The Southern Confederate Bloc'.
- Eco terrorists seize Yosemite National Park.
- Gunfire abounds.
- A brown bear called Binky gets killed. (Actually I made that one up.)
- The IRS starts employing mercenaries to do their tax collecting for them.
- The federal government desperately attempts to regain solvency.
- The year is now 2002.
- The rot spreads.
- Leading multinational corporations meet in Stokholm.
- They declare their unaccountability to individual nation states or to representative units that engage in terrorist activities. (In other words the IRS.)
- This independence is challenged, prompting the corporations to invest in their own defensive forces.
- The year is now 2005.
- The rot has spread further.
- Full scale inter-corporation wars are commonplace.
- Everyone, everywhere, is 'tooled up'.

And that's about that. The decay of civilisation as we know it. So where do you fit into this, and who will you be playing? Well, basically you're a mercenary in an outfit known as Stern's Wildcats – second in command only to James Stern himself. You have to fly a variety of missions, hiring out your services as it were. Stern's Wildcats tread a fine line between right and wrong, profit and loss, and you must determine the viability of missions from a logistic and moral standpoint – meaning that as well as your basic flying skills, you'll find a few 'career decisions' are required too. It's all 'interactive' stuff, is *Strike Commander*. Interactive and with a non-linear plot. Lots of characters. Lots of things to read.

But Is It Really Interactive?

Origin have learnt from their experiences on the *Wing Commander* series and have tried to make sure that freedom choice is far more apparent in this game: where *Wing Commander* was more of a semi-interactive 'demo', (for want a better description) *Strike Commander* goes about a hundred percent better. Or so I've been told. The trouble with *preview* a game is that, obviously, the project as a whole hasn't been finished. Or even if it has been finished, (which this hasn't) the separate pieces haven't yet been stuck together. What I personally saw of *Strike Commander* was a little bit of charact conversation here, a little bit of character conversation ther some animated interleaving sequences, and quite a bit of dogfighting and flying around in one of the planes on offer. (There will eventually be two, by the way). In other words, whether or not the storyline actually *grips* you I simply cann say... but next month's review will no doubt be clearing tha up. However, what I *do* feel qualified to talk about are the graphics, and all I can say is, yes, they *are* fab. The best thing to suggest that you do the following...

A) Stare long and hard at one of the in-flight screenshots, the one you most like the look of.

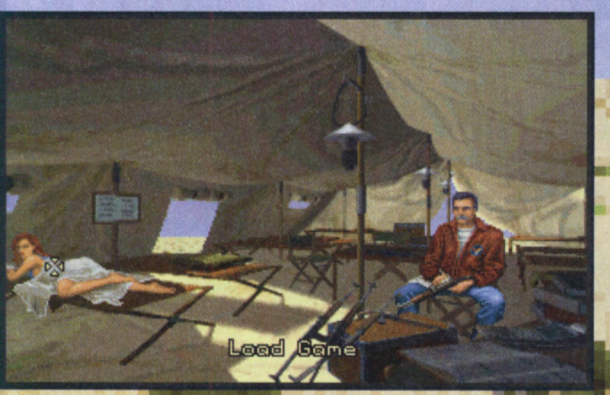
B) Imagine how everything *would* move, in an ideal world like in reality for example.

C) Concentrate hard and try to visualise it. Close your eye Imagine. Imagine. Imagine. You're really 'there', aren't you.

D) Now add a teeny bit of jerkiness (unless you've got a 50 MHz 486 or better). The best way to simulate jerkiness is to shake your head around violently, occasionally striking a temple against a sharp immovable object.



"Yup, this is one of those times when static graphics don't hold a dark secret"





E) Jump for joy when you realise it's still pretty excellent. Yup, this is one of those times when static graphics don't hold a dark secret – or not too much of one, given their complexity.

Arcadey Games Have Crap Flight Models...

...Or so people often think, and I know I'm guilty myself at times, but when you get right down to it, it's not always true. And guess what – the planes in *Strike Commander* are one of those exceptions, they really are (or the one I flew was: and I presume the other will be the same). It surprised me quite a bit actually, because I'm still smarting from the disappointment of Microprose's *Harrier Jump Jet*, and I'd reached the rather cynical and jaded conclusion of "oh well, if the programmers have been so busy getting all the 'clever' bits working, then they're not going to have devoted much time to anything else." But like I say, the *Strike Commander* aircraft surprised me. (It felt a bit like *Falcon 3*).

Explain To Me How "Guru" Works...

Ah, we're back to Goooooreeaard Shading. Well, as far as I can make out – and I'm talking about the fractally generated landscapes here, don't even ask me about the planes – it's all to do with triangles. Yes, you can't get away from triangles I'm afraid, even when you're being really clever... but the point here is that when each triangle is *really really* tiny and when *each* vertex of *each* tiny triangle has its own shade level, a trick is played on the eye. The eye can't see any triangles at all in fact it thinks it's looking at a triangle free zone. Even though it's not.

Explain, Then, About Texture Mapping...

Aha. Well, a lot of the ground objects in *Strike Commander* (cities for instance) start life as pictures drawn in a paint package. Just flat, uninspiring pictures. With clever programming routines, however, these 'pictures' can be spun and scaled quicker than you can say "Jack Robinson" (Much quicker in fact). So what looks like a moving city underneath you is in fact an interconnected web of 'city picture blocks'. Flat as a pancake. To add depth to the effect, polygons are added to the city. Skyscraper polygons that have bitmaps spliced onto their sides and roofs, so they don't look out of place. It's all a very clever sleight of hand, but it works – given the processing power – and that's the main thing.

What Does The Scaling Program Look Like?

Er, probably something like this...

```
CALL FØ*§§.ØØØ. {0000101000100000011111}
1010 1001 10101010101001000101001000
111111111 0100110100010 {1001001} 0110
```

(Or then again probably not. Ed).

So Has It Been Worth The Hype & The Wait?

Has *Strike Commander* been worth the hype and the wait? What a question: and unfortunately it's not a question I can answer with any degree of certainty. Let's put it this way though... as soon as I get my hands on a finished copy of *Strike Commander* I'm going straight home (no matter *what* I'm doing at the time), I'm going to remove *anything* that takes up 15 megs on my hard drive (er, apart from *Stunt Island*), I'm going to take the 'phone off the hook, I'm going to fill the kettle to overflowing, I'm going to turn down the lights, and I'm going to... Oh no!, I forgot to buy tea bags on the way home! I'll have to go and get some before I start. While I'm down the shop I may as well get some beer too. Er... *(Oh dear, he lives in a sad world all of his own I'm afraid. Ed).* Z



(This page, top) Giant rotating bitmap at six o'clock. (Left) Move pointer to access certain options... if this was a French game, not only would the 'chick' lift her head when pointed at, she'd probably also reveal her nakedness in all its glory. But it's an American game so she doesn't. (Right) The in-game map, fractal city. (Below) The bitmapped desert landing strip zoomed in so far that you can even see the grease and oil stains.


Evesham Micros
ic
MANNESMANN TALLY
Software demonstration theatre
MULTIPLEX COMPUTER GROUP PLC
PC upgrade centre
Printer and notebook test centre
Organised by
Sponsored by
BLENHEIM
COMPUTER SHOPPER Magazine
SCS COMPUTERWORLD
KAMCO
Free and independent buying advice

THE CHOICE IS YOURS AT



**National Hall, Olympia,
Hammersmith Road,
London W14.**

Get your hands on and then buy the latest hardware, software and peripherals at the Computer Shopper Show, Olympia between 20th - 23rd May.

Over 150 leading manufacturers, software publishers and suppliers will be there, giving you the widest possible choice and opportunity to test and try before you buy.

Try your hand at the latest in Windows, multimedia, CD-ROM and palmtops, and visit the special feature areas.

- **PC Upgrade Centre**
- **Printer and Notebook Test Centre**
- **The Education Zone**
- **Free Software Presentations**

Independent buying advice is something we give you **FREE** at the Computer Shopper Show. Whether you choose to attend one of Computer Shopper's popular buying advice sessions or prefer to speak face-to-face with an expert, the Computer Shopper Show is designed to be user friendly.

AMAZING DISCOUNTS AND OFFERS!

The Computer Shopper Show is the UK's largest direct selling and PC buying forum which means that you can benefit from **amazing discounts** and **show offers**.

Compare systems, compare prices and see how much you can get for your money at the Computer Shopper Show.

SHOW OPENING TIMES

Thursday 20 - Saturday 22 May	**10am - 6pm**
Sunday 23 May	**10am - 5pm**

How to get there. Easily reached by tube and bus.
Tube - Shuttle service from Earls Court to Kensington,Olympia.
Buses - Numbers 9, 10, 27, 28 & 49.

Save time and money! BOOK NOW! Call the Box Office on:

071 373 8141

Up to 1/3 off ticket prices when you book in advance

	Full Price	Advance Price	YOU SAVE
Adult	~~7.00~~	5.00	2.00
Under 16	~~5.00~~	3.50	1.50
Family of 4	~~21.50~~	16.00	5.50

Complete and return to: Computer Shopper Box Office, Exhibition Centre, Warwick Road, London SW5 9TA.
Closing date for applications Monday 17th May 1993

Please send me: _____ (Qty) tickets @ £5.00 _____ (Qty) tickets @ £3.50 _____ (Qty) tickets @ £16.00

☐ I enclose a cheque payable to Computer Shopper Show for £_____ for _____ tickets (total)

☐ Please debit my ACCESS/VISA account

Account No. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ Expiry Date _____

Signature _____

Mr/Ms _____ Initial _____ Surname _____

Position _____

Company Address _____

_____ Postcode _____

Home Address _____

_____ *Postcode* _____

Day time telephone number _____ M ☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Please tick your main reason for attending the show: ☐ home use ☐ business use ☐ both

PC ZONE

ICV

You wouldn't play a game without reading the instructions (Let's pretend eh?) so don't read a review without reading these pages. Our guide to how the reviewing system works. Or doesn't as the case may be.

PC ZONE CLASSIC

PC ZONE RECOMMENDED

THE SCORE

All games receive an overall mark out of 100. So by definition that's a percentage but if you want to call it "out of a hundred" then you go ahead and call it "Out of a hundred". You can even call it Oswald if you like.

As a rough guide to interpreting the scores here's the guidelines we give to reviewers. (Not that they ever read them mind you. It can be quite heartbreaking at times…)

90+ (*PC Zone* Classic) Highly original idea or an exceptional, near 'definitive' version of an old idea. Flawless in all departments and crammed to overflowing with long-term playability. Alternatively the software company took the reviewer to Paris for the weekend.

80–89 (*PC Zone* Recommended) Very well executed and strong in all/all but one department. High degree of originality.

70–79 Strong idea, well executed. Not necessarily very original, however weaknesses do not seriously impair playability and it has a reasonably long life.

60–69 Games falling into the "If you like this style of game you'll like this, if not you won't" category. Plus games strong on idea but weak on presentation or vice versa.

50–59 Seen it all before, take it or leave it. Nothing special to recommend it but not abysmal either.

40–49 Dodgy. Still playable but probably only the once.

30–39 Seriously weak in idea and execution. Not good.

20–29 The game is hopeless or the software company forgot the £50 cash bribe.

10–19 Bin jobs.

0–9 It didn't work. It crashed the PC and got jammed in the disk drive.

ZONAL

This is the bit where we try feebly to convince you that our reviewers have a life outside the *PC Zone* office. It's sad really.



Paul Lakin

THINGS ARE looking up for the jaded aristocrat and would-be King-in-waiting. His claim to the throne of Bulgaria took a step forward when the Bulgarian Government restored some of his old estates. "It's great" he cried "I've got 300 acres of wasteland and a lifetime's supply of potatoes."



Laurence Scotford

IT'S ALL GO for Laurence at the moment after the thrilling news that he's finally landed a major West End role. After months of auditions our budding Olivier was finally chosen to play the coveted role of Godot in a brand new production of *Waiting For Godot* due to start in the Spring.



Mark Burgess

AFTER THE disappointment of last month's attempt on Mars, Mark has lowered his sights somewhat by producing a Formula 1 car that doesn't run on petrol. Unfortunately it doesn't run at all but this is a "minor technical hitch." It seemed like a good idea at the time.


Page 34


Page 38


Page 43


Page 46


Page 57

iews

PC ZONE score

A game of truly monumental averageness with very little character.

50

Price: £35.99 **Out:** Now
Published: Dennis
Telephone: 071 631 1433

THE SPECS

Is there anything worse than buying a game only to find it's not compatible with your machine? Well yes there are plenty of things worse but we can't do anything about them. With this technical box we can at least make sure you know what memory, graphic and sound support you will need (or can use) with each game.

PC ZONE specs

Minimum Memory: 565K
Minimum Processor: 286
Minimum Speed: 20MHz
Installation: Essential

IN PERSPECTIVE

Often all that a review is saying is that a game is as good as that one but not quite as good as the other one. 'In Perspective' attempts to illustrate this visually by rating the game in terms of similar examples. The 'scores' given in this graph are relative to each other i.e. all examples might score highly in their own right but not against each other. Well it seemed a good idea in the pub last night. Let us know what you think.

A Better Game

The Game Being Reviewed

A Worse Game

What's On Our Hard Disk?

Some games get installed, reviewed and then deleted. Others hang around a lot longer. This (In no particular order) is what's currently nestling on our hard drive. Not necessarily the best games around, but the ones we keep coming back to.

1. **Ultima Underworld 2**
2. **X-Wing**
3. **Star Control 2**
4. **Buzz Aldrin**
5. **AV8B**



Duncan MacDonald

DUNCAN's relationship with his PC s not getting any better. The other night they went out for a drink together to 'talk things over'. It doesn't seem to have gone well, Duncan came back to the office in tears and his PC was last seen in a wine bar with a boxer called Derek.



David McCandless

MACCA HAS been talking a completely different language recently. Ever since he started 'jamming' and 'laying down a few tracks' he's started talking wistfully of 'getting a few gigs' and 'going on the road'. At this rate he could become the country's most famous tambourinist.



Patrick McCarthy

WE DON'T SEE much of Patrick these days. As London Zoo's closure seems increasingly imminent he's taken to loitering around outside some of the cages and muttering to the keepers "'Ow much do you want for the big cat?" or "Haven't you got something with bigger teeth?"



Andy Butcher

"WORDS WORDS words" muttered Andy wearily the other day. Every waking hour is taken up with writing the RPG Dictionary. Not a big book, seeing as how it starts at K then goes straight to X, but all those back to front letters and runes are playing hell with his index.



Shadow Of The Comet

Dear Reader,

You will, by now, be aware of those fateful three days and nights that I spent in the port of Illsmouth, but of what horrors I uncovered there, and how close I came to losing my sanity, you cannot begin to imagine. I have, for some days, been unable to bring myself to contemplate the events of the last few days, but now I feel compelled to tell the world what I can still scarcely believe myself – the truth about the sinister other-worldly force that is the Cthulu.

Laurence Scotford
London
May 1993

H. P. Lovecraft was not the greatest fiction writer the world has ever seen, far from it. But for all he might have lacked in the finer technical skills, he did have a particular gift for horror, because he was able to convey a sense of abhorrent practices and unthinkable evil without having to go into unnecessary gory detail as is the way of many modern horror writers. In fact the creatures and malevolent beings that are the mainstay of many of his works are never directly described at all, but this lack of detail in no way lessens the suspense that Lovecraft slowly but surely creates during the course of a story.

Trying to capture the essence of Lovecraft in a graphic adventure game is no mean feat, and so Hubert Chardot and the other designers and programmers at Infogrames deserve credit for coming as close as they have done with *Shadow of the Comet*. The storyline is typical Lovecraft. An astronomer, Lord Henry Boleskine had noticed that, during the passage of Halley's Comet, the stars over the New England town of Illsmouth had not appeared as they should. His investigations led him to discover a horrific secret that drove him mad and eventually killed him. Seventy-six years later, John Parker, a young scientist, prepares to go to Illsmouth in time for the return of Halley's Comet, and there, once and for all, to end the terrible mystery.



Out of proportion

Shadow of the Comet utilises the graphic system that was used for the interior scenes in *Eternam*. All the locations look very pretty, although to be honest, it's not quite up to the standard that Lucasfilm has attained with its most recent releases. This is mainly down to the lack of sprite scaling, which makes characters look odd as they walk from the front to the back of locations and vice versa. The choice of a keyboard only control system rather than a mouse driven one may also annoy some players, but its lack of sophistication does work to the games advantage during the few places in the plot where the action becomes a little less sedate.

Where *Shadow* really makes its mark is in the plot. The storyline cracks along at a fair pace, and Infogrames has managed to convey the growing sense of appalling horror that pervades all of Lovecraft's work. The effect is much the same as picking up a really good novel – you are so intrigued by what might happen next that you just don't want to put it down.

Social intercourse

Like *Eternam*, the action is interspersed with gorgeous animations which overlay the standard view. These include close-up portraits of many of the characters as they are speaking. This helps to give the characters in the game more realism, which is welcome because character interaction plays an important part in *Shadow of the Comet*. Most of the characters always have something pertinent to say to you and their attitude to you changes depending on your actions. This all helps the player to become genuinely involved with what is happening in the village.

Variety is the spice of the afterlife

The puzzles are never so difficult or obscure that the game becomes frustrating, although there is enough of a challenge to prevent it from becoming little more than an interactive cartoon. There's plenty of variety too. At one point you come across a labyrinth, and for a while the game takes on more of a role-playing aspect. There are puzzles to be solved involving trigger plates on the floor and placing statues in the right locations, all culminating with a frantic chase back to the outside world.

finally, if you're thinking that *Shadow of the Comet* might be a bit tame when compared to Infogrames' Lovecraft inspired action game, *Alone in the Dark*, then be prepared to be corrected. There are many sudden shocks waiting for the unwary in this game too. Although it's not quite the best game of its type as far as the control system and graphical content is concerned, *Shadow of the Comet* is a real gem that deserves to be played by every fan of graphic adventures.



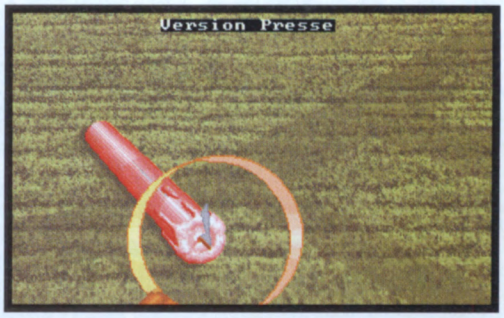
Your first encounter with the evil cult is during a trip to the woods. Don't get caught peeking though, or you're likely to end up standing in for the sacrificial lamb.



Yikes! You've finally got to face your destiny. This creature may look like an overgrown slug, but let him catch you and you'll be more than slimed.



An unexpected flight gives you a brief glimpse of the village from the air.



Throughout the game the player is treated to close-up animations of important actions. Some of these are interactive, as in the case above where the magnifying glass has to be manoeuvred to light the candle.

H.P. LOVECRAFT 1889–1937

If Lovecrft's writings are strange then the man himself was even stranger. He was born, and was later to die in the Rhode Island town of Providence. His love and knowledge of the area was so great that almost all his writings were set in this locale.

That Lovecraft would become a writer was evident from an early age when, perhaps spurred on by the recent loss of his father, he began to pen short stories. His frequent bouts of illness during the formative years of his life allowed him plenty of time to devote to letting his imagination run riot.

Although his talents as a writer almost certainly developed during this period, he never really learned how to interact with other people and as a result became something of a recluse, with more concern for books and cats than for people.

Perhaps inevitably Lovecraft's marriage and attempt to begin a new life in New York was a disaster and he soon returned to Providence and remained there until his death.

Although he had not received great recognition during his life, his friends and collaborators, chief among them being August Derleth, ensured that his works were published. Today he has a cult following among fans of horror fiction that is equal only to Poe.

IN PERSPECTIVE

Dark Seed **is a very similar style of adventure based on Giger's graphics, but it falls down on its weak design.** ***Alone in the Dark*** **will appeal if you prefer something that is action orientated.**

Alone In The Dark

Dark Seed

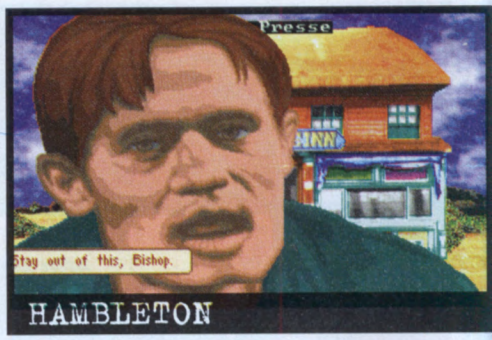
Shadow Of The Comet

DRAMATIS PERSONAE

They're a shady lot, the characters in this game, and you can't always be certain who is friend or foe. One very nice touch is the way that many of the central characters have been loosely based on real-life film stars. Here's a partial cast list – see how many you can spot.



Parker's host seems amiable enough to begin with, but could it be that he too has secrets to hide?



This nasty piece of work makes his animosity plain from the moment you first meet him.



The keeper of the village archives and Parker's first real ally. He can be relied on for bits of useful information.



The mayor may be rotund, but he's certainly not jolly. Try not to get on his bad side.



The young daughter of the drugstore owner. She seems too innocent to be involved in anything untoward.



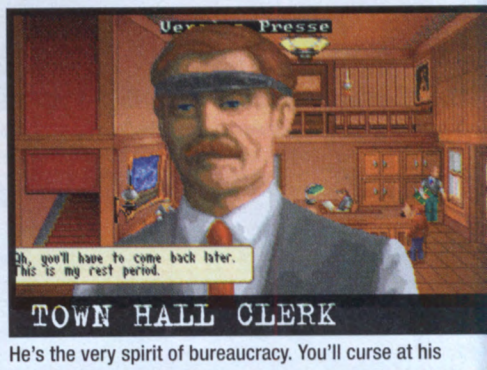
The boy is not well-liked by other youths in the village. Why should this be?



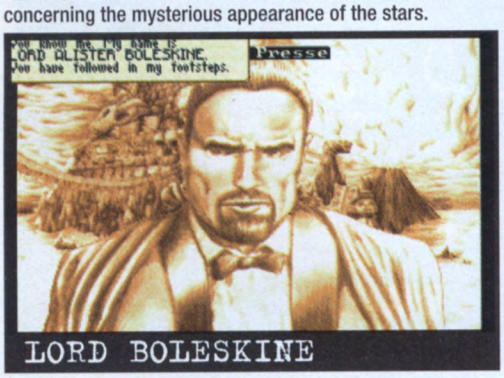
A young scientout to prove the theories of Lord Boleskine concerning the mysterious appearance of the stars.



The drugstore owner is a keen photographer and anxious to help you out.



He's the very spirit of bureaucracy. You'll curse at his frequent rest breaks too.



The eccentric scientist who first investigated the Illsmouth phenomenon before going completely mad.



The surly barman is not as talkative as many of his ilk, so be prepared to buy lots of beers.



The gypsies get turfed out of the village frequently, but they are friendly people, and worth having on your side.



NERACKAMOUS

The evil Indian is behind the strange goings-on in the village, but how do you go about tackling him?



JED

The amiable old man is always happy to talk if there's a drink in it.



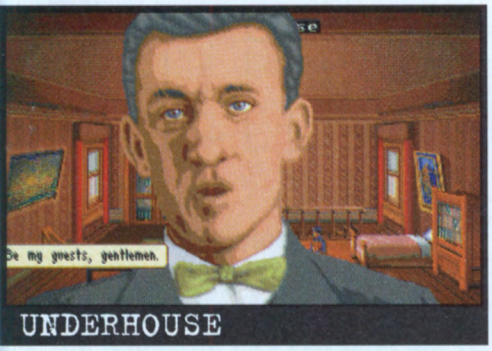
MYER

The shopkeeper is your only source of vital supplies, so keep him sweet.



CURTIS

Boleskine's ancient guide has had enough of mysteries and will have nothing to do with you.

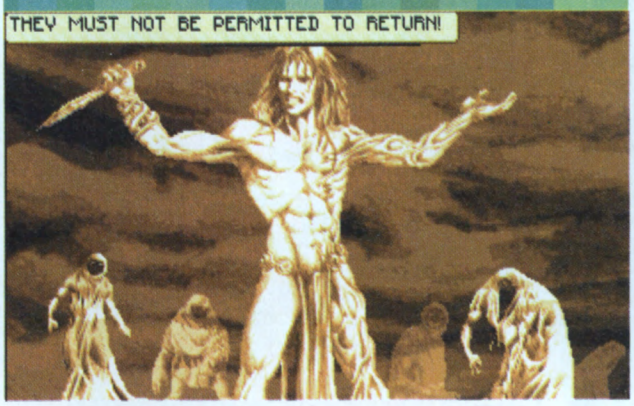


UNDERHOUSE

He's crippled because of an earlier encounter with evil beings, but it hasn't put him off helping you.

THE CTHULU MYTHOS

Most of Lovecraft's short stories and novels are linked by a consistent mythos which he developed over a number of years. At it's centre is the mythical tome, the Necronom icon which contains details of the ancient Cthulu gods who had ruled Earth in its prehistory. It also predicts that these Great Old Ones will one day return to Earth and mankind will once more be subject to their whims. The central characters are usually embroiled in cults which seek to serve the Cthulu in return for the gift of immortality. They contact these otherworldly creature through dreams, incantations and rituals passed down from generation to generation through grimoires and word of mouth.



FROM CRADLE TO GRAVE

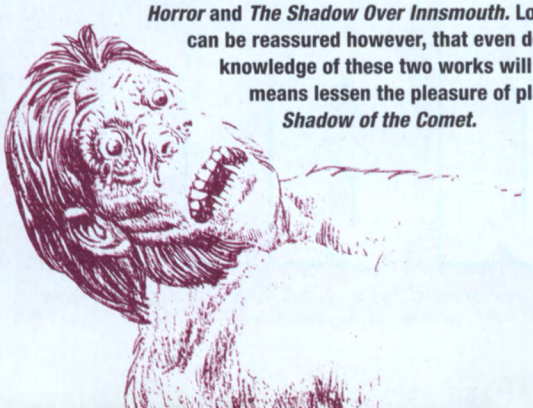
Hubert Chardot first encountered the writings of Lovecraft when he was 17 and he has been a devoted fan ever since. So intrigued was he by Lovecraft's life that he felt compelled to travel to the old American town of Providence where Lovecraft spent much of his life. There at the public library and records office, a little gentle persuasion gained him access to some of Lovecraft's many letters to friends and relatives. Lovecraft was an avid letter writer and many of his missives stretched to scores of pages, so they gave Chardot a unique insight into the writer's life and philosophy.

Chardot is no stranger to scripting exciting stories either, having spent some time working in the creative department of Twentieth Century Fox in Lyons. Sometime later he went to work for another hive of creativity based in Lyons, namely Infogrames. There he infected the rest of the team with his enthusiasm for Lovecraft and work began on two games based on his writings.

The first of these was the phenomenally successful *Alone in the Dark*. While this game borrowed many Lovecraftian elements, the team felt that a 3D action format couldn't really do justice to the slower and more tense pace of the books. So a decision was made to reserve the official *Call of the Cthulu* license for the second game, which is more of a traditional graphic adventure based on an updated version of the system used in the well-received comic adventure *Eternam*.

Chaosium who created the original *Call of the Cthulu* role-playing game had originally had plans to create a computer-based version of this, but they were won over by the prospect of a more narrative graphic adventure.

Chardot has based his script on two novels, *Dunwitch Horror* and *The Shadow Over Innsmouth*. Lovecraft fans can be reassured however, that even detailed knowledge of these two works will by no means lessen the pleasure of playing *Shadow of the Comet*.



The location graphics are all superbly drawn. What makes them even more appealing is that each location has a different set of graphics for daytime...



...and night time. Most games of this type achieve the same effect with palette switching which simply can't produce results this pretty.

PC ZONE specs

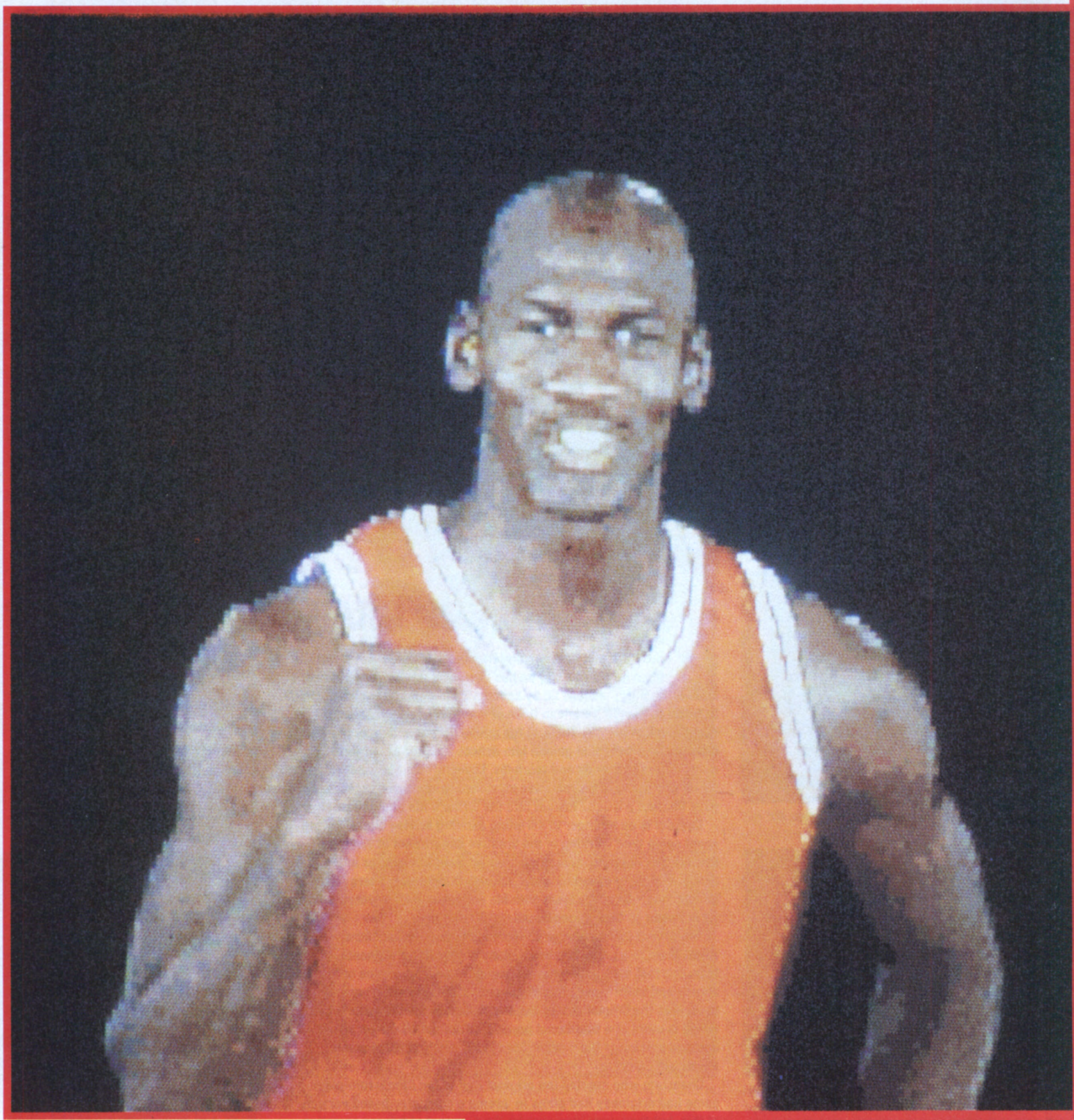
Minimum Memory: 640Kb
Minimum Processor: 80286
Minimum Speed: 16MHz
Installation: Essential
Minimum Hard Disk: 8Mb
Minimum Graphics: VGA/MCGA
Sound Cards: Disney Sound Source, Sound Blaster, Ad-Lib, Sound Master, Pro Audio Spectrum, Thunderbird
Controls: Keyboard

PC ZONE score

A successful attempt to recreate the work of Lovecraft for game players. A must buy.

87

Price: tba **Out:** End of April.
Published: Infogrames
Telephone: 071 738 8199



Jordan in flight

Flight sim technology in a basketball game? Andy Butcher is confused. Where are all the missiles and guns and all that other fun stuff?

I HAVE NEVER BEEN very good at basketball. Admittedly this might have something to do with the fact that I'm not a skinny eight foot tall mutant and don't enjoy sports where maiming the opposition is not even legal, let alone the point. Still, I'll try anything once. For example, there was that time with the... *(That's quite enough reminiscing, thank you. Ed.)* But I hadn't even started yet! *(Yes, that's why it was quite enough. Now get on with the review. Ed.)* Oh, alright then, ruin another of my jokes then, see if I care. (You see the conditions I have to work under? Sigh.)

And so it came to be

If you didn't see the the *Blueprint* on *Jordan* last issue, a bit of background is probably in order. *Jordan* is the first game to use a much vaunted new system devised by the clever bods at EA which



applies flight sim programming techniques to sports games, allowing full 3D movement and vectoring of the players and the playing area. This allows lots of flash things, like unlimited viewing angles, following the movement of the ball (instead of the usual fixed side-on or up-and-down views of most games) and clever replays. And as if this level of technical finery wasn't enough, they've also used cunning 'digitised video imaging' for the player sprites, so they're all full digitised images of real people. Of course there's a lot of techie stuff associated with all of this, which is no doubt amazingly intelligent, and definitely beyond me. So, *Jordan* has a lot of technical cleverness involved in it, but does it work, and how does it play?

Play hoops*

*basketball-speak for starting a game – see how I research my subheads? *(Yes. Very impressive. Ed.)*

Let's deal with the graphics first. It must be said that they are well done. The screen centres on the player you're controlling, and follows him around the court, which is spun and weaved very pleasantly, and is shaded nicely. The digitised players are slightly less effective. You can recognise the different players, and they move around quite smoothly. Unfortunately their animation isn't as good. There just aren't enough frames, and the relative speeds aren't right. If you play the game on a fast machine at full speed the ball arcs through the air very nicely, but the players dribble so fast that their arm is a blur – you can almost hear Scotty screaming "Ye canna push it any harder, Jim – she's goona bloow!" Even funnier is the running – the players only move their legs from the knees down, and once again, with blinding speed. It's a bit like the *Roadrunner* cartoons. Of course, if you slow down the game the animations look slightly less ridiculous, but then the ball moves as if it were in a slow-mo scene in a dodgy seventies film.

The inbound pass*

*basketball speak for... *(Yes, okay, you've done your research. Now shut up. Ed.)*

To be fair, though, the graphics are good. But there are some annoying things about the way the game plays. It can get very muddled at times with players clustered around the ball, and because of the way the point of view follows you around it can be hard to see enough of what's going on around you, You can pull the view back, but then it get's hard to see exactly which way you're facing, and so on.

Also, you can play the game in two main ways 'Tracking On' or 'Tracking Off, and the mode can be changed at any time, unless you're in the middle of a set play. With tracking off you only control Jordan, and your two team-mates are automatically computer-controlled. Of course this means that you have no way of preventing your team-mates from making nightmarish errors, and to lose through no direct fault of your own is very frustrating. So, you switch the tracking on and you have the usual 'control the player with/nearest to the ball' situation of most sports games. But this leads to other problems. As soon as you turn the tracking on the members of your team being controlled by the computer start behaving very stupidly and you can only call a set play with tracking off. Even worse, 'the select-the-player-nearest-the-ball' is very bad. You have no visual indication of which player you're controlling, and often you remain in control of someone when the ball has been moved away, nearer another of your players. This is very unusual for EA, whose console sports sims are near-legendary for their excellence at 'selecting the player nearest...' and clearly showing who you have control of.

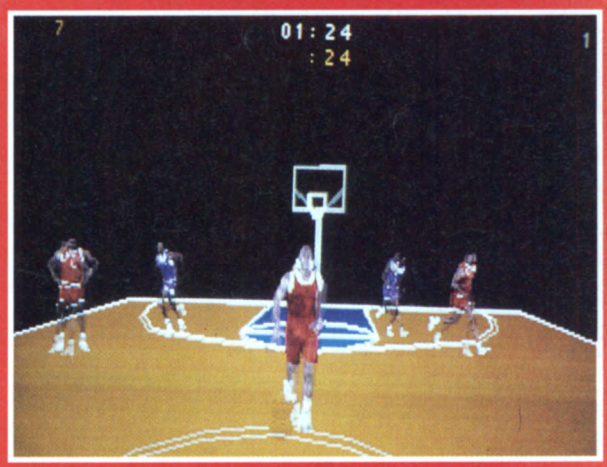
"I think that they've spent so much time on the new system that the actual game was neglected."

End of game statistics

Overall, *Jordan In Flight* isn't bad. The new graphics system works quite well, and has a lot of potential for other sports games, the digitised sound is as good as digitised sound normally is, and despite the gameplay quirks, it is quite fun and easy to play. But, as I said earlier, there just isn't enough to it. If EA had made *Jordan* into a full five-on-five whole-court game (ie, proper basketball), given it about 20 to 30 teams with various levels of ability, league and tournament options, a large number of formations, tactics and set plays, and cleared up the 'select the player...' problems, I'd whole-heartedly recommend it as one of the best sports sims around. As it is, I think that they've spent so much time on the new system, the gimmicky (if clever) features and the Jordan license that the actual game was neglected to an extent. Still, if you like basketball, then it'll certainly give you a few hours of enjoyment. Z

(Facing) The man who launched a thousand trainers.
(Left) Come back David Icke, all is forgiven.
(Below) Only six players on court? What happened to the other four?
(Bottom) Just follow my movements exactly and we'll soon work off all that eccess cellulite.





IN PERSPECTIVE

NCAA Basketball - Road To The Final Four from Bethesda Softworks is an obvious comparison, and *Front Page Sports Football* from Dynamix a good example of a well executed PC sports sim with a lot of depth. Remember - these are comparative scores only, not verdicts in their own right.

Front Page Sports Football

Jordan In Flight

NCAA Basketball

REVIEW Jordan In Flight

(Below Right) It's the man with the personalised kit again.
(Right) "No air-balls, no bricks, straight to the hoop."
(Below) Oh mummy! Look at the size of them!



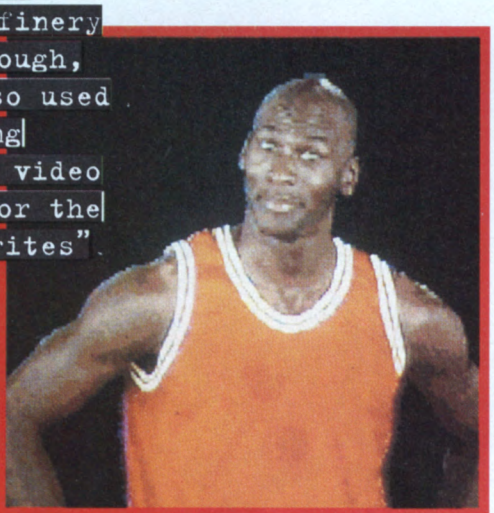
Options

What would a sports sim be without it's options, eh? *(Easier to understand? Ed.)* Well, yes, but then you'd lose some of the essential atmosphere of confusion that programmers seem to feel is so important to the genre, wouldn't you?

Jordan In Flight's options fall into four main areas. Initially you choose whether to play a one-off exhibition, start a new tournament, continue an old tournament or play around with the replay editor (one of the main gimmicky bits – nice, but not important). If you choose one of the first three, you then choose your team from the 27 players available (although Jordan always has to be on your side – probably some sort of contractual obligation needed in order to get him to put his name to the whole shebang). Then you choose various game options like quarter length, difficulty, fouls, sound and so on. Then, once you're actually playing (phew) there are many 'hot key' options to do with views, playing mode, play calling and so on.

But despite all this apparent complexity, *Jordan* is actually quite easy to use and get into, and most of the options are self-explanatory. Are there no end to the surprises that life can throw at you?

"... as if this level of technical finery wasn't enough, they've also used cunning 'digitised video imaging' for the player sprites"





Vital (?) statistics

Another thing that American sports are big on is statistics – they love 'em. So it's probably not surprising that *Jordan In Flight* contains a fair number. What did surprise me however, was that it wasn't completely over-loaded with them, and the format of the game is such that you can easily skip them if (like me) you're really not interested. For those of you that are interested, the game gives you nice shooting percentages, points averages and all that kind of thing, either for individuals or teams, at both half-time and after the game.

Tactics

The main tactic in basketball is simple and easily grasped – get the ball, run down the court to a place where there aren't any defending players, and then shoot the ball through the hoop. But, as with all sports, the Americans like to take it a bit further.

According to the manual, three-on-three half-court basketball is supposed to have "enough complexity for the offence to run a variety of plays", and the game goes on to try to prove it by containing four set plays. Whether you consider four to be a 'variety' is, I suppose, a philosophical discussion revolving around the individuals perception of semantic concepts, which I won't go into here. *(Thank God. Ed.)*

The four plays included can only be used in the 'tracking off' mode, where you only control Jordan himself, and most of them involve 'setting a pick' on specific defending players. My initial euphoria at this concept was slightly dampened when I discovered that it means blocking a defender and therefore allowing a team-mate to get into a good shooting position, not running at a defender whilst madly swinging 15 pounds of sharpened metal on a long wooden handle. Oh well.

PC ZONE specs

Minimum Memory: 2 Mb RAM, 560K conventional RAM free
Minimum Processor: 386
Minimum Speed: 16MHz
Installation: Required
Minimum Hard Disk: 3.5Mb
Minimum Graphics: VGA video card (512K RAM)
Sound Cards: Sound Blaster, Sound Blaster Pro, Ad-Lib, Roland MT-32, Pro Audio Spectrum 16, PC Built-In Speaker
Controls: Microsoft mouse or joystick. nb- EMS 4.0 driver and DOS 3.3 or higher also required

PC ZONE score

Looks good, plays okay. There's just not enough to it, and it's a bit too easy.

70

Price: £39.99 **Out:** Now
Published: Electronic Arts
Telephone: 0753 549442

Like Nothing on Earth













For winning sports sims, go MicroProse. On the greens and race tracks, MicroProse grabs gold, relegating competitors to the ranks of also-rans and non-starters!

Take golf. Tested against Links 386 Pro, PGA Tour for Windows and Jack Nicklaus Signature Edition, David Leadbetter's Golf took a clear lead. None came close to its lifelike 3D graphics, shot recording facility, handicap system, video playback mode and multi-camera tracking options, according to PC Format in November '92.

Likewise in Grand Prix racing. When Oliver Gavin competed at Spa in Belgium recently, he was the only driver who had never driven the track. The night before he borrowed a computer and MicroProse Formula One Grand Prix. He learnt all about the circuit and next day he won the race! No other computer racing game simulates so accurately.

The only thing that compares is sport itself. Get the world's finest sports sims from MicroProse.

MICROPROSE®

Seriously Fun Software

For IBM PC Compatibles, Commodore Amiga and Atari ST.
MicroProse Ltd. Unit 1 Hampton Road Industrial Estate,
Tetbury, Glos. GL8 8LD. UK. Tel 0666 504 399.

THE 486 CENTRE

We are a highly experienced manufacturer specialising in the production of high performance systems, with the emphasis on Intel 486 and post Intel 486 technology. We believe we provide the best price / performance solution that any computer manufacturer can offer.

All *City* Personal Computers Include -

- **FREE Consultancy**
- **FREE Lifetime Technical Support**
- **FREE Delivery (48 Hours)**
- **FREE On Site Maintenance**
- **Sales & Service Six Days A Week.**

CALL OR FAX YOUR REQUIREMENTS

Tel 071 637 0736 - Fax 071 580 9250

City 486 25

Intel 80486 SX 25 * 64K On Board Cache * Eight Expansion Slots * 4 MB 70ns RAM (Exp 32 MB) * 170 MB - 16 ms Hard Drive * 3.5 " 1.44 MB Floppy Drive * 2 Serial, 1 Parallel port * 1 MB 24 Bit SVGA accelerator - 16.7 Million colours * 14" SVGA Colour (0.28 dp) * Enhanced UK Keyboard * MS DOS 5, Ready to run.

£939.00

City 486 33

Intel 80486 DX 33 * 256K On Board Cache * Eight Expansion Slots * 4 MB 70ns RAM (Exp 32 MB) * 170 MB - 16 ms Hard Drive * 3.5 " 1.44 MB Floppy Drive * 2 Serial, 1 Parallel port * 1 MB 24 Bit SVGA accelerator - 16.7 Million colours * 14" SVGA Colour (0.28 dp) * Enhanced UK Keyboard * MS DOS 5, Ready to run.

£1079.00

City 486 50

Intel 80486 DX II 50 256K On Board Cache Eight Expansion Slots MB 70ns RAM (Exp MB) * 170 MB - 16 Hard Drive * 3.5 " 1. MB Floppy Drive * Serial, 1 Parallel port MB 24 Bit SV accelerator - 16.7 Mill colours * 14" SV Colour (0.28 dp) Enhanced UK Keyboar MS DOS 5, Ready to ru

£1119.00

Corporate, Educational and Goverment Authorities Welcome. Assembled In The U



PC DEALS LTD
47 Tottenham Court Road
London, W1P 9RE
Tel 071 637 0736
Fax 071 580 9250

The Best Money Can Buy !

City 486 66

tel 80486 DX II 66 * 256K n Board Cache * Eight xpansion Slots * 4 MB 0ns RAM (Exp 32 MB) * 70 MB - 16 ms Hard Drive 3.5 " 1.44 MB Floppy rive * 2 Serial, 1 Parallel ort * 1 MB 24 Bit SVGA ccelerator - 16.7 Million olours * 14" SVGA Colour .28 dp) * Enhanced UK eyboard * MS DOS 5, eady to run.

1249.00

City 486 66 EISA

Intel 80486 DX II 66 * 256K On Board Cache * Full 32 Bit Architecture * Eight 32 Bit Expansion Slots * 4 MB 70ns RAM (Exp 64 MB) * 170 MB - 16 ms Hard Drive * 3.5 " 1.44 MB Floppy Drive * 2 Serial, 1 Parallel port * 1 MB 24 Bit SVGA accelerator - 16.7 Million colours * 14" SVGA Colour (0.28 dp) * Enhanced UK Keyboard * MS DOS 5, Ready to run.

£1439.00

City 486 M

Intel 80486 DX II 66 * 256K On Board Cache * 4 MB 70ns RAM (Exp 32 MB) * 170 MB - 16 ms Hard Drive * 1/2 MB Cache Controller * 3.5 " 1.44 MB Floppy Drive * 2 Serial, 1 Parallel port * 1 MB 24 Bit SVGA accelerator - 16.7 Million colours * Internal CD-ROM * Soundblaster Pro * CD-ROM Selection * Ready to run.

£1849.00

prices are exclusive of VAT. Prices and specification are subject to change without prior notice.





PC ZONE RECOMMENDED

X-Wing

Patrick McCarthy spent his formative years in X-Wing, the maximum security wing of an institution for violent criminal offenders. We thought a chance to play a game of the same name might bring back some happy memories. Ho ho.

Haven't they seen those adds about dipping your headlights.



THE ARRIVAL OF this game in the office was the scene of much celebration and depravity. It turns my stomach when I think of some of the horrors I've been an unwilling and surprise witness to, and it takes a lot to shock me, I can tell you (I've read *120 Days of Sodom* – mind you, I was a bit bored by the time the bolt cutters came out). There was feasting, heavy quaffing of wine and even some talk of biting the heads off budgerigars to appease the great god Lukasar. I had nothing to do with all this nonsense, of course, wanting to keep a clear head so that my faculties of judgement remained unimpaired. I know my obligations to our beloved readers. *(So what's all that blood around your mouth, then? A Reader)* That? Oh – that's ketchup, of course. Ha ha. Bacon sandwich – I've just had a bacon sandwich.

But was the partying and the callous bloodletting misplaced? (Actually, some of the bloodletting *was* a little misplaced – I've been over that keyboard with a damp sponge five times now and it still looks like a slice of black pudding). To the game then. There was quite a lot about the graphical splendour of the intro and in-game sequences in the last issue, so I won't go on about them here. (If you didn't read it, buy a back-issue, git.) I'll just say here that we're not the kind of moist-lipped fops that are easily won round by a quick bit of animation and a dash of grandiose theme music at the expense of gameplay. We do like a good swooshing noise though, and *X-Wing's* intro sequence has these by the bucket load. *(But can you dance to it? Ed.)* Ahem. Anyway, the sound throughout is excellent (if you can afford the right hardware and vast tracts of memory required), and the graphics are a mixture of bitmaps and vectors that work very well.

"... one of the most addictive games I've played in quite a while."

If you're expecting a space-based version of *SWOTL*, *X-Wing* may well seem a little strange – it isn't a flight-sim, it's a shoot 'em-up, and a pretty darned good one, at that. There are no takeoff or landing skills to get to grips with, and you don't even have to sit through the cinematic linking sequences if you don't want to – just go ahead and switch them off.

You select one of the three available Tours of Duty, and are promptly given a mission to complete. If you don't succeed at the mission, you simply fly it again until you get it right unless (a) you're killed, in which case you're dead, or (b) you're captured by the Empire forces, in which case Darth Vader will apply his hard pointy metal things to your soft parts. In either case, your less-than-mercurial career is still only temporarily slowed because you can tinker with yourself in the Registry office if you want (insert your own joke here) and then continue your career with career points reset to zero. Throughout the missions there's no sense that what you're doing affects the outcome of a war and there's no multi-faceted mission-planner to play with for days – the missions are levels, pure and simple, that lead all the way to the final confrontation with the Death Star.

In fact, for a lot of the missions you scarcely do any 'flying' as such. There's no up or down, no ground to crash into and no clouds to fly through. When you're following the high-speed mazey turns of a Tie-fighter around the screen it's more like being a turret-gunner than a pilot because you don't really have a sense of forward movement – you never seem to get any nearer to the background planets and stars.

IN PERSPECTIVE

Epic

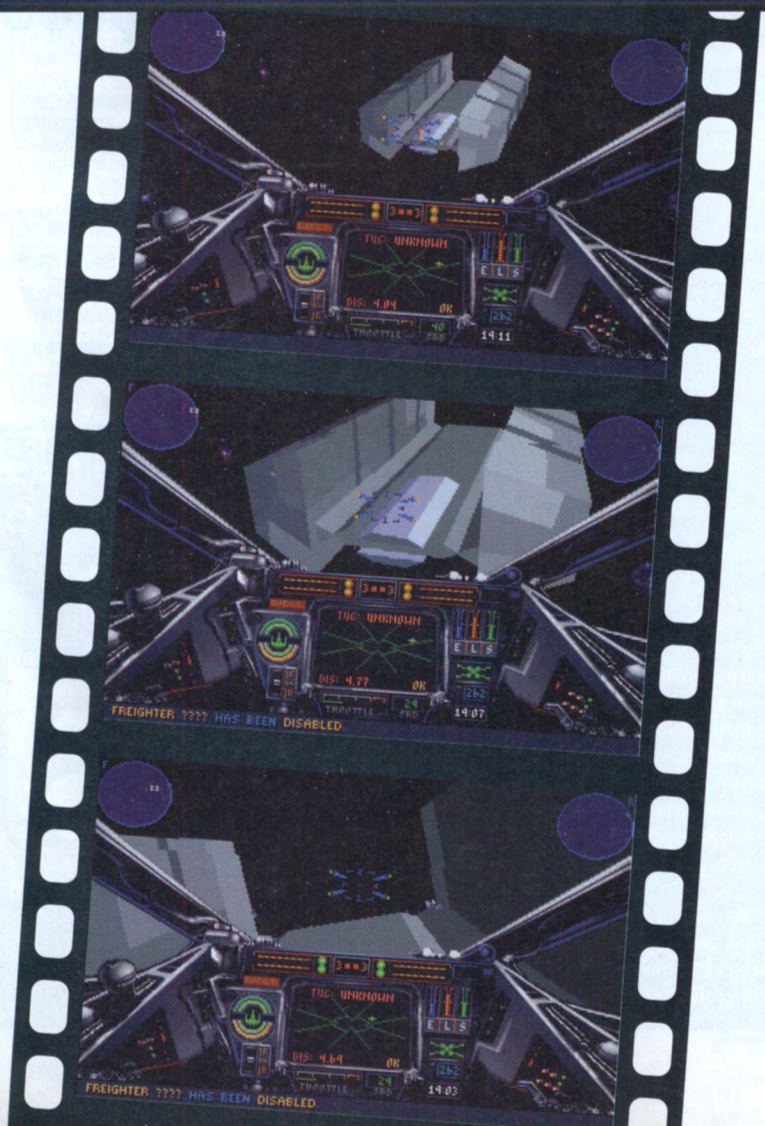
Wing Commander

X-Wing



The proton torpedo just wasn't pulling his weight so we had to let him go. (Below) Pulling into the thirtieth century's version of the Happy Eater.



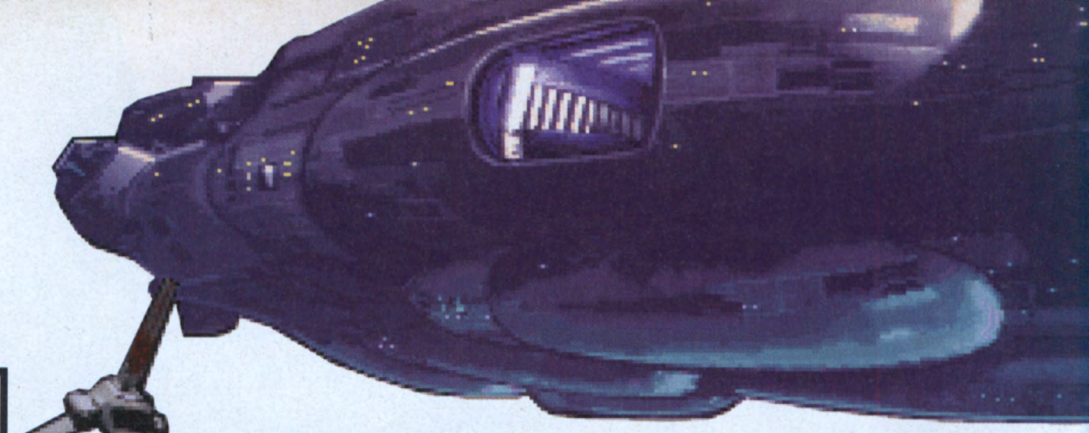


The Hoover/Spin-Dryer Hybrid

Remember those little robots in *Star Wars* that looked like a strange cross between an upright vacuum-cleaner and a spin-dryer? They're in this. (We looked everywhere for *Indiana Jones* and the big bear, but we couldn't find them anywhere.) If you're flying an X- or Y-Wing, a hoover will be popped in behind you in order to provide the annoying bloops, bleeps and farting noises that did so much to win the hearts of cinema audiences world-wide.

They'll also keep you updated on any news that might affect you, like "Eighteen Tie-fighters just appeared behind you, by the way," and "Aston Villa just scored against Chelsea." In addition, they provide you with useful info mid-battle like a zoomable map of the battle area, a reminder of what you're actually supposed to be doing there and a damage report on your craft. The A-Wing uses an on-board computer for all this, which isn't nearly as retro.





Choose your Weapons

The three types of craft you fly have different weapons available for you to fire at Tie-fighters and such-like. You can choose to have unlimited weapons if you want, but if you complete a mission successfully in Tour of Duty mode with unlimited weapons you won't be able to progress to the next one.

Depending on what you're flying, the weapons available may include laser cannons – useful for performing minor surgery; ion cannons – always handy for sorting out that wrinkly uniform; concussion missiles which you pick up and hit people over the head with; and proton torpedoes, which weight-lifters apparently swallow whole for improved muscle-bulk. They can all be configured to fire at different rates.



☞ Show-offy types however, needn't worry. There are missions that require precision flying too, and it's very gratifying to be able to go whizzing down the inside bit of one of the larger enemy spaceships without touching the sides, perhaps utilising the 17 (count 'em) views for maximum pose value. You can even switch off your engines and coast, turning to face something as you pass, casually unloading your proton torpedoes into it.

Any reservations about the game are generated entirely by the difficulty people with common-or-garden PCs are going to have running it. It can be configured in many ways, to cope with many different setups – in fact during the installation process it gives your machine a quick total body-search and adjusts its speed accordingly. (It's pretty devastating when your pride and joy is described as SLOW in big capital letters.) It's fine on a 486/33 – what isn't? – but even on a 386/33 there was the odd wobble in the graphics when flying past a large spaceship at close range, and although it was playable it behaved very strangely on a 386sx/20. Some set-ups won't be able to use the digitised speech and sound, even with the right soundcard, if they don't have the memory. There's a lengthy read-me file that goes into the possibilities of all this. Imagine how pissed-off you'd be if you bought the game and then found out, through a lengthy read-me file, that you couldn't run the game at all. That sort of information should be clearly highlighted on the box.

This aside, it's really very good, and one of the most addictive action games I've played in quite a while. The speed of the dogfighting can be dizzying. Every time I see someone else playing it I want to push them out of the way and take over. It's lucky I'm such a well-raised person, and was beaten with a coffee table every time I tried anything like that as a child, or the office would be a hotbed of casual violence at the moment. Thank heavens for quality parenting. [ALL: BRIGHTLY]: And thank heavens for *X-Wing*. [Music. Curtain.]

Anoraks, Shandies And Lager Tops

The main gameplaying options are chosen from within the pressurised walls of the Rebel Forces' flagship 'Independence', which, being a flagship, has more than a few doors – if it was covered in flags it would naturally be a doorship – which leads to all sorts of exotic areas.

1. **Pilot Proving Ground** – This is a series of increasingly tricky obstacle courses for you to fly through and is the sort of thing you only practice on if you don't mind being accused of being overly-in-touch with your feminine side.
2. **Tech Room** – Anorak-wearers will head straight for this, to look at the little pretend holograms of all the craft in the game, complete with such detailed specs as fuel consumption, boot space and seat-cover materials. Unfortunately these images don't do anything exciting like revolve, or zoom in and out, or anything.
3. **Historical Combat** – Careful people might well like to select a historical mission, if only to confound those fools who think that all this stuff takes place in the future. The other advantage is that they consist of six tutorial missions for each of the three machines you'll be hacking about in.
4. **Film Room** – This is where you go to view any of the particularly satisfying incidents that you've recorded during a mission – like that time you missed the Tie-bomber completely and careered straight into the deep fat fryer in the chip-shop.
5. **Tour of Duty** – Real men, the kind who don't use deodorant and are still a little doubtful about sissy soap, will go straight for this. There are three different tours of duty which cover different scenarios in the on-going battle against the evil Empire forces, and you can start in any of them (just don't come running to me when you get blown all over the galaxy as soon as you leave the spaceport in Tour III).
6. **Register** – This is right down in the bottom-right corner, next to the condom machine, and it's where you go if you signed on as Corporal Arse as a joke and have rightly decided it isn't very funny after all. You can edit existing pilots and new ones in here.

PC ZONE specs

Minimum Memory: 571K
Minimum Processor: 386
Minimum Speed: 20MHz
Installation: Essential
Minimum Hard Disk: 12.5Mb
Minimum Graphics: VGA
Sound Cards: Roland, Sound Blaster, Sound Blaster Pro, Pro Audio Spectrum, Ad-Lib
Controls: Keyboard, Mouse, Joystick

PC ZONE score

Fabbo space-based shoot 'em-up.

8 8

Price: £45.99 **Out:** Now
Published: LucasArts
Telephone: 021 625 3388

SOMETHING FOR THE WEEKEND, SIR?

TITLE	PRICE	TITLE	PRICE
3D CONS 2	32.99	FIRE & BRIMSTONE	11.99
A10 TANK KILLER	27.50	FIRST SAMURAI	19.99
A-TRAIN	26.50	FLIGHT SIMULATOR 4	35.99
ACES OF THE PACIFIC	26.50	FORMULA ONE GRAND PR	29.99
ACES MISSION BUILDER	16.99	FRONT PAGE SPORTS FOOTBALL	27.99
ADI RANGE	17.99	FUN SCHOOL 2	8.99
ALCATRAZ	20.99	FUN SCHOOL 3	16.99
ALONE IN THE DARK	29.99	FUN SCHOOL 4	17.99
ANCIENT ART OF WAR IN THE SKIES	27.99	FUTURE WARS	10.99
ANIMATION STUDIO	64.99	GLOBAL CONQUEST	15.99
ANOTHER WORLD	20.99	GOBLIIINS 2	23.99
ARMOUR GEDDON	27.99	GODS	22.99
ATAC	29.99	GREAT NAVAL BATTLES	26.50
ATP	25.99	GT NAV BAT EXP KIT (AMERICA IN ATLANTIC)	14.99
AV8B HARRIER ASSAULT	26.50	GT NAV BAT EXP KIT (SCENARIO BUILDER)	14.99
B17 FLYING FORTRESS	29.99	GT NAV BAT EXP KIT (SUPERSHIPS)	14.99
BANE OF COSMIC FORGE	25.50	GUNSHIP 2000	26.50
BAT 2	27.99	GUNSHIP 2000 MISSION DISK	16.99
BATTLECHESS	9.99	HARDBALL 3	23.99
BATTLECHESS 4000	23.99	HARRIER JUMPJET	29.99
BATTLEHAWKS 1942	10.99	HEIMDALL	21.99
BATTLE ISLE	21.99	HERO QUEST	10.99
BATTLE ISLE ADD-ON	14.99	HISTORY LINE 1914 - 1918	27.99
BETRAYAL AT KRONDOR	30.99	HUMANS	20.99
CAESAR	23.99	INCA	30.99
CAESAR'S PALACE	23.99	INDY JONES FATE OF ATLANTIS	25.50
CAMPAIGN	26.50	INDY JONES LAST CRUSADE	12.99
CAPTIVE-QUEST FOR ADV	23.99	INTL RUGBY CHALLENGE	19.99
CAR + DRIVER	27.99	INTL SOCCER CHALLENGE	7.99
CARRIER COMMAND	11.99	ISHAR	14.99
CARRIER STRIKE 1942-44	26.50	JACK NICKLAUS SIGNAT	26.99
CARRIERS AT WAR	23.99	JETFIGHTER 2 + MISSION DISK	34.99
CASTLES	22.99	JIMMY WHITES SNOOKER	23.99
CASTLES 2	23.99	JOE + MAC CAVEMAN NINJA	19.99
CHESSMASTER 3000	23.99	JOHN MADDENS 2	19.99
CIVILIZATION	26.50	JORDAN IN FLIGHT	27.99
COMMANCHE MAX O'KILL	30.99	KGB	23.99
CREEPERS	27.99	KINGS QUEST V	29.99
CRUSADERS DARK SAVANT	29.99	KINGS QUEST VI	29.99
CURSE OF ENCHANTIA	23.99	KNIGHTS OF THE SKY	26.99
D/GENERATION	14.99	LASER SQUAD	23.99
DARKLANDS	29.99	LAURA BOW 2	27.99
DARKSEED	26.50	LEATHER GODDESS 2	19.99
DAUGHTER OF SERPENTS	27.99	LEGEND OF KYRANDIA	22.50
DAVID LEADBETTERS GOLF	29.99	LEGENDS OF VALOUR	26.50
DELUXE TRIVIAL PURSUIT	19.99	LEISURE SUIT LARRY 5	26.99
DOGFIGHT	30.99	LEMMINGS 2	27.99
DRAGON'S LAIR 3	27.99	LEMMINGS (STAND ALONE)	19.99
DUNE 2	24.50	LEMMINGS DATA DISK	16.99
DUNGEON MASTER	23.99	LEMMINGS DOUBLE PACK	26.50
DYNABLASTERS	23.99	LETHAL WEAPON 3	19.99
ELF	19.99	LINKS COURSES	15.99
ELITE +	26.50	LINKS BANFF	17.99
EPIC	23.99	LINKS MANUKEA	17.99
ERIC THE UNREADY	23.99	LINKS PRO 386	29.99
ETERNAM	23.99	LORD OF THE RINGS 2	23.99
EURO RAMPAGE WWF	19.99	LOST FILES OF SHERLOCK	26.50
EYE OF THE BEHOLDER 1	21.50	M1 TANK PLATOON	11.99
EYE OF THE BEHOLDER 2	23.99	MAGIC CANDLE 3	27.99
F117A NIGHTHAWK	17.99	MAGIC POCKETS	19.99
F15 STRIKE EAGLE 3	29.99	MANIAC MANSION	9.99
F16 COMBAT PILOT	8.99	MAVIS BEACON V.2	24.50
F19 STEALTH FIGHTER	11.99	MARIO TEACHES TYPING	17.99
FALCON	11.99	MEGA LO MANIA	23.99
FALCON 3 MISSION DISK	16.99	MERCENARIES	27.99
FALCON 3.0	29.99	MERLIN MATHS 7 - 11	19.99
FASCINATION	24.99	MICROSOFT GOLF FOR WINDOWS	29.99



TITLE	PRICE	TITLE	PRICE
MIDWINTER	11.99	SIM LIFE	27.99
MIDWINTER 2	15.99	SIMPSONS	7.99
MIGHT & MAGIC III	26.99	SLEEPWALKER	20.99
MIGHT & MAGIC IV	33.99	SPACE CRUSADE	23.99
MIKE DITKA'S FOOTBALL	23.99	SPACE QUEST IV	27.99
MONKEY ISLAND 2	24.50	SPACE QUEST V	29.99
MOONSTONE	19.99	SPECIAL FORCES	14.99
NFL FOOTBALL	23.99	SPELLJAMMER	24.50
N. MANSELLS WORLD CHAMP	23.99	STAR LEGIONS	23.99
NODDY'S PLAYTIME	19.99	STAR TREK 25TH ANNIV	23.99
NO GREATER GLORY	23.99	STORM MASTER	8.99
OMAR SHARIF'S BRIDGE	26.50	STREETFIGHTER 2	19.99
OPERATION STEALTH	11.99	STRIKE COMMANDER	27.99
PACIFIC ISLANDS	23.99	STRIKE FLEET	9.99
PAINT & CREATE (5 & UP)	19.99	STUNT ISLAND	34.99
PINBALL	17.99	SUPER CAULDRON	14.99
PIRATES	9.99	SUPERSKI 2	6.99
PITFIGHTER	8.99	SUPER TETRIS	15.99
POLICE QUEST 3	26.99	SWAP	5.99
POPULOUS/PROMISED LANDS	11.99	TASK FORCE 1942	29.99
POPULOUS 2	27.99	TEST DRIVE 2	10.99
PREMIER MANAGER	20.99	THEIR FINEST HOUR	19.99
PRINCE OF PERSIA	10.99	THE INCREDIBLE MACHINE	27.99
PRIVATEER	30.99	THE LEGACY	30.99
PROPHECY OF THE SHADOW	22.50	THE PERFECT GENERAL	24.50
QUEST FOR GLORY 3	27.99	THE SOUND SOURCE	23.99
RAGNAROK	26.50	THE SUMMONING	23.99
RAILROAD TYCOON	23.99	THUNDERHAWK	17.99
REACH FOR THE SKIES	23.99	TITUS THE FOX	14.99
READING ADVENTURES IN OZ	29.99	TRANSARCTICA	18.99
RED BARON	26.99	ULTIMA VII	26.50
RED BARON MISSION DISK	16.99	ULTIMA UNDERWORLD 2	27.99
REX NEBULAR	33.99	ULTIMA UNDERWORLD	26.50
RINGWORLD	27.99	VALHALLA	24.99
RISKY WOODS	19.99	VEIL OF DARKNESS	23.99
ROBOCOP 3	19.99	V FOR VICTORY 2	23.99
ROBOSPORTS	19.99	VIKINGS	23.99
ROME AD 92	23.99	WACKY FUNSTERS	14.99
SCRABBLE DELUXE	19.99	WAXWORKS	23.99
SECRET WEAPONS LUFTWAFFE	26.50	WING COMMANDER DELUXE	30.99
SHADOWORLDS	23.99	WING COMMANDER 2	26.50
SHADOW PRESIDENT	30.99	WING COMMANDER	14.99
SIEGE	19.99	WIZ KID	19.99
SILENT SERVICE 2	23.99	WWF EUROPEAN RAMPAGE	19.99
SIM CITY DELUXE	24.50	XENOBOTS	27.99
SIM CITY FOR WINDOWS	29.99	X-WING	31.99
SIM EARTH	26.99	ZOOL	20.99

COMPILATIONS		
THE ADVENTURES	CORPORATION/SUPREMACY/F14	21.99
AIR COMMANDER	F14/F15/F16/APACHE STRIKE/F-BOMBER/AD MISS DISK	26.50
AWARD WINNERS	POPULOUS/K.O.2/PIPEMANIA/SPACE ACE	20.99
BITMAP BROS VOL 1	XENON/CADAVER/SPEEDBALL2	19.99
COMBAT CLASSICS	TEAM YANKEE/688 SUB/ F15 STRIKE EAGLE	23.99
DIZZY COLLECTION	FAST FOOD/KWIK SNAX/FANTASY WORLD/YOLK FOLK/MAGIC LAND	24.50
DREAM TEAM	T2/WWF/SIMPSONS	19.99
FANTASTIC WORLDS	PIRATES/POPULOUS/REALMS/WONDERLAND	26.50
THE GREATEST	SHUTTLE/LURE OF TEMPTRESS/DUNE	24.99
5 INTELLIGENT STRATEGY GAMES	BACKGAMMON/GO/CHESS/BRIDGE/DRAUGHTS	19.99
LOST TREASURES OF INFOCOM	INFIDEL/SUSPECT/BALLYHOO/+ 16 OTHERS	29.99
LOST TREASURES OF INFOCOM 2	BORDERZONE/PLUNDERED HEARTS/+ 10 OTHERS	23.99
MAGIC WORLDS	DRAGONS BREATH/STORM MASTER/CRYSTALS OF ARBOREA	19.99
PSYCHOS SOCCER COLLECT	KO2/INT SOCC CHALL/WORLD CHAMP SOCC/MAN U	23.99
SOCCER STARS	KICK OFF 2MICROPROSE SOCCER/ EMLYN HUGHES	16.99
SPORTS MASTERS	POPULOUS/SPIRIT EXCAL/CHESS2150/MERCH COL/COHORT	26.50
STRATEGY MASTER	DEUTEROS/CHESS PLAY 2150/POPULOUS/SPIRIT EXCAL/HUNTER	23.99
QUEST FOR ADVENTURE	MEAN STREETS/OP STEALTH/INDY LAST CRUSADE	26.99
ULTIMA TRILOGY 2	ULTIMA IV/ULTIMA V/ULTIMA VI	26.50

PHONE HOTLINE: 0480 498889
FAX HOTLINE: 0480 496379

EUROPEAN COMPUTER USER Units A2/A3 Edison Road, St Ives, Huntingdon, Cambs, PE17 4LF. Phone 0480 498889, Fax 0480 496379. Office hours Monday to Friday 9.00am to 6.00pm. Answer machine operates outside office hours. Personal callers welcome. Credit card orders charged only on despatch of games (no surcharge). Allow 5 working days from receipt of order for cheque clearance. Make cheques, postal orders and international money orders (sterling only) payable to EUROPEAN COMPUTER USER.

All items featured are SUBJECT TO AVAILABILITY. All prices are subject to change without notice. E & O E. All orders are dealt with immediately provided the goods are in stock at the time of your order being processed. However, we may take up to a maximum of 28 days to deliver from receipt of order, with the exception of overseas orders which make take longer.

POST AND PACKAGING: UK, 75p per item 2nd Class, £1.50 per item 1st Class, £1.80 per item 1st class recorded. EEC £2.75 per item, non EEC £3.75 per item, Express Air mail £4.75 per item.

If you do not wish your details to be added to our database for other direct mail, including regular issues of ECU magazine, please tick the box on the form provided, or tell our staff when you call.

SOME TITLES MAY NOT BE RELEASED AT THE TIME OF GOING TO PRESS
PLEASE TELEPHONE FOR AVAILABILITY AND A COPY OF OUR FULL TERMS AND CONDITIONS.

VISA MasterCard

NAME

ADDRESS

POSTCODE PHONE

ITEM PRICE

ITEM PRICE

ITEM PRICE

POSTAGE

TOTAL

Visa/Mastercard/Switch Number:

Switch issue No: Card Expiry Date:

SIGNATURE:

☐ TICK THIS BOX IF YOU DO NOT WISH TO BE ENTERED ONTO THE ECU DATABASE

Make cheques payable to: European Computer User & send to : Units A2/A3 Edison Rd, ST Ives, Huntingdon, CAMBS PE17 4LF

PC ZONE MAY 93

Wacky Funsters

Once every few years or so, there comes a game so different in concept, so excellent in execution and so thoroughly addictive and playable that it's impossible for a games reviewer to maintain anything like an impartial view of it. We never give that kind of stuff to Patrick McCarthy, though.



"...it takes longer to install [the] game than it does to play and get bored with it..."

WACKY FUNSTERS is humorous. You can tell this from the moment you pick it up. The heft of it in your hand, the packaging, the manual – everything about it says "Hoo, boy, am I funny! You'll probably wet your pants while you're installing this, never mind when you start playing". It even comes with a free set of incontinence knickers. There are different sub-games that more or less cover (or 'satirise') every genre of computer game – sports, driving, beat 'em-up, and so on – but unfortunately are very poor versions of each. The trouble is, while the games are crap, some of the jokes in the manual made us think that the people who wrote the game might be quite nice, so we're torn. And when you think that it's obviously only intended as a bit of a laugh, it makes you feel more kindly disposed towards it. The trouble is, if it takes longer to install a game than it does to play and get bored with it, it's not good – and considering the shareware available for less money the fact that it's only intended as 15 minutes of fun still doesn't save it.

When we originally saw the demo of *Wacky Funsters* it looked great, a genuinely funny piece of software. The problem is that the game never gets beyond that, an enjoyable demo. Z

IN PERSPECTIVE

Sleeping

Going To The Dentist

Wacky Funsters



PC ZONE specs

Minimum Memory: 640K
Minimum Processor: 386
Minimum Speed: 16MHz
Installation: Essential
Minimum Graphics: VGA
Sound Cards: Ad-Lib, Audio Spectrum, Roland MT32, LAPC-1, Sound Blaster
Controls: Keyboard, Mouse

PC ZONE score

At only £19.99, I make it roughly one pound per second of entertainment value.

30

Price: £19.99 **Out:** Now
Published: Accolade
Telephone: 081 752 0260

Rambi vs Blambo

Rambi versus Blambo is the shooting game. Th is a play on words, based on two well-known popu works from the moving picture industry. I had to choke back a tiny scream of laughter when I finally worked that one out, and my Diet Guinness shot right up nose and onto my keyboard. So of the keys are still a bit sticky, actually. I'm thinking of suing.

Anyway, you shoot animals distinctly cute nature – differen animals yield differing amounts points, with Bambi providing th biggest reward. Get more than 5000 points and you progress t the next level with a better gun which has no effect at all on th shooting. Alternatively, play as deer and spend your time shooting at poorly-dressed members of the public. That's a bit of a turn-up, isn't it, an element of role-reversal that comments poignantly on societ and its – *(Get on with it. Ed.)*

There are only three levels, s they obviously don't want you t play it for too long. Perhaps the think you'll become obsessed w this one at the expense of the other games and miss out on a fully-rounded gaming experienc It's one of that rare breed of games that's more entertaining when you hear someone telling you about it than when you pla It doesn't even live up to its ow promise of absurdly sick violen The things you shoot spin roun like funfair targets rather than falling down dead (except for t deer, who explodes). It's not ve good at all, and it's the best of bunch. It doesn't make you wa to read about the rest really, do it? Be brave.



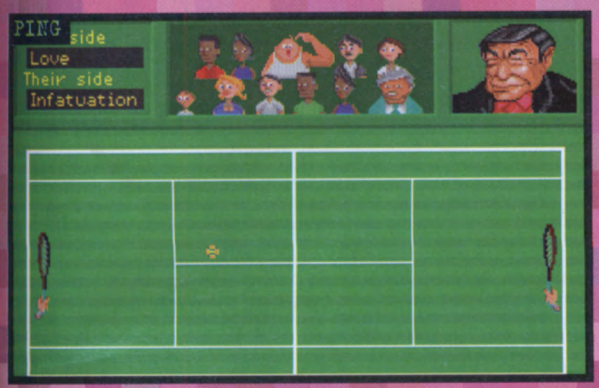
(Above) You can tell just from this picture that this man has a very small penis. (Below) Whereas this one has had his removed in order to save time later.

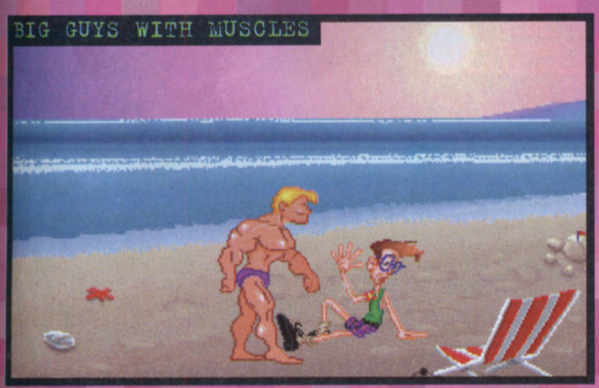


Do deers have penises? *(No. Ed)*











Roadkill

Roadkill is an into-the-screen driving game, based not, as you might expect, on the exploits of Senator Edward Kennedy, but on those of a commuter who wants to make it to the office. Being a driving game packaged within the larger concept of wackiness, the main point of the game is to run things over. Chickens, squirrels and other road hazards are all fair game, but running over "gas cans" only gives you bonus points, which is a little disappointing if you've ever done it in real life. Still, if it's virtual reality you're after, buy a full-face crash-helmet and a torch.

Despite the title, you can't just go screaming down the highway splattering everyone to a pulp – for a start your car doesn't move fast enough. Unfortunately, though, you can't even go creeping down the highway giving everyone nasty bruises on the backs of their calves. There are tedious things like debris all over the place that have to be avoided, and it's also not deemed to be a good thing if you run over highway workers or crash into fire engines and ambulances, which somehow spoils it all for me. Think how much more fun it would be if you could impede someone's progress to the hospital and then watch them die of an intestinal haemorrhage at the side of the road.

It isn't really a driving game, because you don't actually drive – all you do is choose a lane and snap from one to another. It has the same level of thrills and spills as the road-race speed-typing test in *Mavis Beacon Teaches Typing* without the benefit of improving your typing skills.

Ping

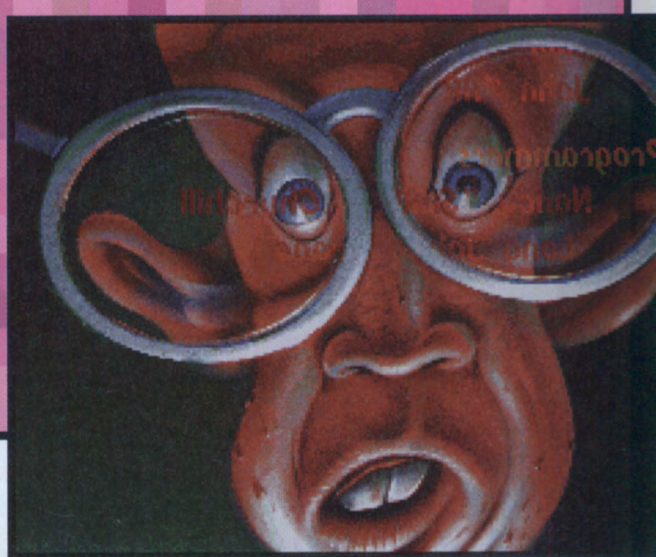
This game will be familiar to anyone who spent many hours in their childhood watching rich kids wrecking the tubes of their televisions by playing ping-pong, or 'electronic tennis'on it. It's a one-dimensional tennis game, allegedly with a purpose: hit the explosive balls back at the robot opponent until he explodes. Unfortunately it's just the same old tennis game, only with little hands on the ends of the highly-detailed racquets, and provides a level of gameplay that would be unacceptable on a Game'n'Watch. Still, everything else from the seventies is back in fashion – why not this?

Big Guys With Muscles

This is an attempt at a humorous beat 'em-up. Usually a number of fighting moves are available to you in a beat 'em-up, and one appealing aspect is in learning the tremendously complicated key, button and joystick combinations necessary to pull off a simple punch to the temple. (The other appealing aspect is that you can live the life of a psychopath without the inconvenience of the accompanying pain.) Your moves include 'squirt inkpen' and 'use flower punch'. These are even less funny than they sound, the fighting action is terrible and the collision detection is ropy, to boot. (Blimey, a pun. I could write the manual.)

Steroids

This is another game that will seem familiar, being loosely based on that old pub, arcade and hospice favourite, *Asteroids*, only without the pools of beer on the screen, the crisps in the controls, and the playability. Dodge the steroids, which will otherwise cause your body to swell, your blood pressure to rise and your testicles to shrink, and pick up the protein molecules, which won't. Needless to say (if you've read any of the other bits of this review) it's not very good. If you came straight to this bit and haven't had your expectations lowered yet, go away and work on your reading discipline.



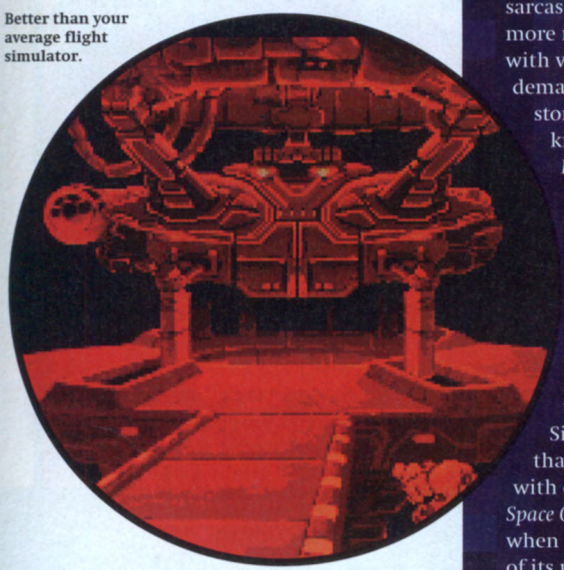


(Above) Unfortunately you can't shoot Timmy Mallet.
(Left) This caption isn't going to be funny either.

Space Quest V:



In a valiant attempt not to fill an intro with overused film references, Paul Presley uses the force (damn!) to go where four games have gone before (do'oh!) and see whether in space anyone can hear you laugh (that's it, I'm outta here).



Better than your average flight simulator.



Mr. Cadbury's Parrot is finally blasted into deep space.

THERE'S SOMETHING ABOUT *Space Quest V* that makes it different to all the other Sierra games of late, but I can't quite put my finger on what it is. Let's see, the graphics? No, they're just the same old nicely drawn backgrounds coupled with standard sprites and clumsy animation routines. The sound? Nope, just more of the usual mid to high quality musical scores and sampled sound effects (most of which in this case are sampled from old *Star Trek* episodes). Maybe it's the price and non-demanding hardware specifications. £39.99 and it needs more memory than a zoo full of elephants. Hmm, maybe not. Ah, I know. It's actually pretty good fun to play. That's it, I don't know how I could have overlooked it.

Yes, as unbelievable as it sounds, Sierra has actually produced an adventure that is halfway decent for a change. You think I'm being too sarcastic here? Well, let's take a look at some of its more recent titles. *King's Quest VI* – nice enough but with very little atmosphere and none too demanding puzzles. *Space Quest IV* – a very poor storyline that was also way too short. Before you knew what was going on, the game was over. *Leisure Suit Larry V* – the less said the better. I would go on but we're only bringing out one magazine this month.

So it's good then?

Good, yes, but I wouldn't go so far as to say it's brilliant. It's certainly not the best I've ever seen from Sierra, but it's a lot better than what we've had to put up with of late. To be honest, of all the Quest titles, the *Space Quest* series has probably been the strongest when it comes to entertainment. Even *SQIV*, with all of its problems, had some nice moments. What puts number five above the rest is the amount of detail within its packaging. Little things like when walking around the StarCon Academy on your way to class you spot Darth Vader and Obi-Wan Kenobi battling it out with light sabres in the distance. Or like the way Roger (our hero) sits in the command chair of his space vessel (i.e. the typical James T. Kirk pose – leaning forward slightly, one hand across the knee, the other on the armrest). I don't think it would be unfair to describe *Space Quest V* as the *Police Squad* of computer games. Despite the main plot going on in front, there always seems to be something bizarre and slightly surreal going on in the background.

But what of the plot. Well, if there's a reference to an old sci-fi film or TV show (mainly *Star Trek*) then it's probably found its way in here somewhere. One of the funniest images in the whole game actually comes with the packaging. Inside the 'free' copy of the Galactic Inquirer (a send up of an American tabloid) is a feature about how *SQV* was made with one photo showing the designers huddled round a copy of the Star Trek Compendium ripping out ideas.

Essentially, Roger has given up the life of a janitor to join the StarCon Academy. Unfortunately he shows as much aptitude for this assignment as he did for his last one (none) so he spends most of his time bumming his way through exams and messing around in the StarCon simulator, pretending to be the captain of his own ship. After arriving late for his latest test, he is told to polish the StarCon crest in the arrival area. It's here that he first encounters the woman he was to marry in *Space Quest IV* (it gets a little confusing around here if you haven't played the previous time-travelling game), in the shape of one Ambassador, ahem, Wankmeister, which apparently is not quite as rude over there as it is over here.

After a couple of animated sequences showing the Ambassador's plans to remove the garbage from The Universe and how an errant rat accidentally chews a computer wire resulting in Roger getting command of his own ship, you are off to save The Universe, win the girl and destroy the bad guy etc. There are also sub-plots concerning a killer android out for Roger's blood, a rival for the ambassador's affections and various mutant undesirables to be dealt with.

"The quality of the plot is light years ahead of the quality of the control system.. It's the humour that really makes it."

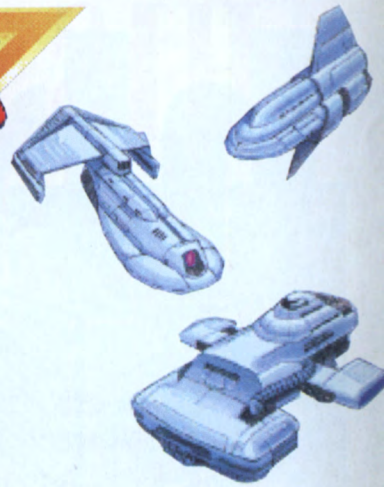
Gut-busting

What prevents *SQV* from having superlatives heaped upon it from above is that it's let down by the same irritants that lets all the other Sierra adventures down. Shoddy animation coupled with an unfriendly interface system and a lack of overall polish. All the bits look as though they've been programmed by different people and just slotted together at the end without any thought of coherency. The quality of the plot is light years ahead of the quality of the control system. The sound is great, the graphics are just okay. It's the humour that really makes it stand out. Not that it had me busting as many guts as *Monkey Island* did, this is more of your "Ha ha, oh yes, very clever." sort of humour with a liberal amount of silliness thrown in for good measure.

SQV is good with a capital okay. There are worse ways of spending forty quid, *Leisure Suit Larry V* for instance, and it is showing that Sierra is finally heading back in the right direction. Give its interface and animation routines a bit of an overhaul, increase the amount of care spent on getting everything together and before long it'll be up there with LucasArts. I hope it does happen, Sierra used to be one of the best and it doesn't really deserve to be in the stagnant condition it finds itself in at the moment with only Dynamix titles providing the punters with any interest. PZ

Roger Wilco The Next Mutation







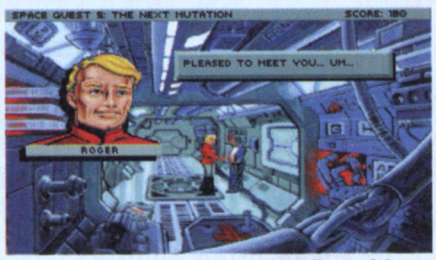
Look at all those lovely windows just waiting to be cleaned. Those janitorial skills look like they're gonna come in handy.



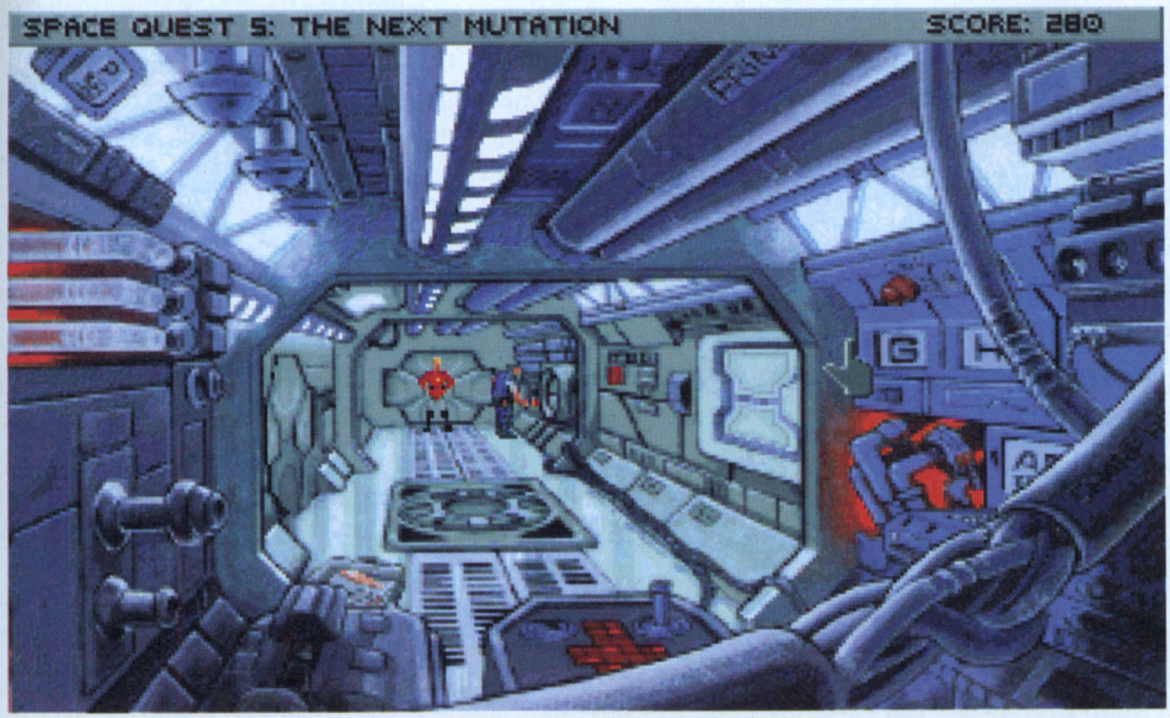
Roger's beloved in full flow.



Foiled again.



Time to meet the crew and scare the hell out of them.



His own ship at last! Makes you feel all gooey inside, Makes you feel like you wanna get right out of the area.



PC ZONE score

Better than the usual twee nonsense from Sierra.

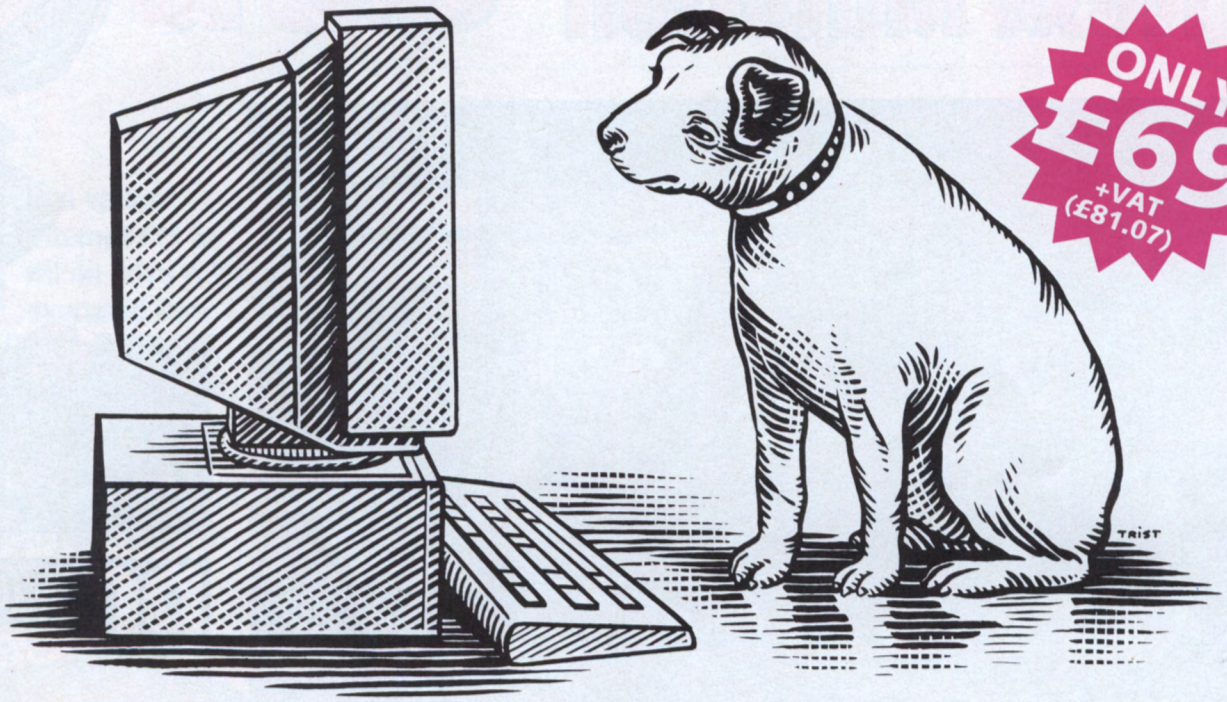
72

Price: £39.99 **Out:** Now
Publisher: Sierra
Telephone: 0734 303322

PC ZONE specs

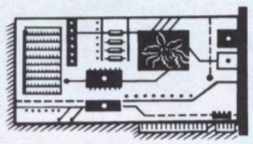
Minimum Memory: 640K
Minimum Processor: 80286
Minimum Speed: 16MHz
Installation: Essential
Minimum Hard Disk: 9Mb
Minimum Graphics: EGA
Soundcards: Thunderboard, Pro Audio Spectrum, Ad-Lib, Ad-Lib Gold, Sound Blaster, Sound Blaster Pro, Roland MT-32/LAPC-1
Controls: Keyboard, Mouse, Joystick
Comments: With extra memory the game runs faster and you have added effects.

HIS MASTER'S CHOICE



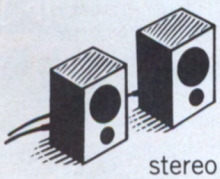
ONLY £69 +VAT (£81.07)

Orchid Sound Producer



Make no bones, he's delighted to hear his master chose the new Sound Producer by Orchid to bring quality sound to his PC!

For Multimedia to games - fully compatible with SoundBlaster and AdLib - it so soundly meets all his needs.



The Sound Producer system - with 11-voice FM music synthesizer - includes a pair of stereo speakers and a built-in 4 watt amplifier. Its MIDI interface even affords access to keyboards, drum machines and the world of professional music production.

And Sound Producer/Pro - with 20-voice FM synthesizer, SCSI and AT-BUS CD ROM interfaces, software-controlled studio standard stereo mixing/volume, added COVOX/Disney compatibility, mini microphone and voice annotation Voice Notes software - sounds even better!



What's more, with Sound Producer, he got into sound for just £69!



To hear more about the pedigree of his master's choice - the new Orchid Sound Producer - call (0256) 479898 and sound us out!



ORCHID

ORCHID (EUROPE) LTD., BASINGSTOKE, UK. TELEPHONE (0256) 479898 FAX (0256) 64222

Copyright Orchid (Europe) Ltd. 1992. All trademarks recognised.

Ringworld



Ringworld is a pretty strange place – sort of like a huge centrifuge in which all the land gets thrown against the inside surface – a sort of inverse gravity if you like. The result is a variety of wierd and wonderful landscapes and bizarre ecosystems.

Duncan MacDonald suffers from chronic ringworm... which made him the ideal person to review *Ringworld (Revenge Of The Patriarch)*, the brand new point and click sci-fi extravaganza from Tsunami.

YOU GET A "FREE" book with this game, you know... *Ringworld* by Larry Niven. "So this game must be the computer version of this book in the way that *Flight Of The Intruder* was the computer version of that book," you may assume – but you'd be wrong. It had me confused for a while too... but then I noticed a small quote from Larry Niven on the back of the *Ringworld* packaging which said this: "I thought from the beginning that there should be a third *Ringworld* book, but it should be on computer. *Revenge Of The Patriarch* is the sequel to the first two books, and I'm glad it's as great as it is." The book you get "free" is in fact the first part of the trilogy – which, apart from just being a good read in itself, works as a sort of 'who's who and what's what in the Ringworld universe'. In other words, it has its uses. Being a painfully slow reader, however, I opted for the brief introductory blurb in the manual.

'Things are kind of "set up" for you fairly obviously.'

The plot...

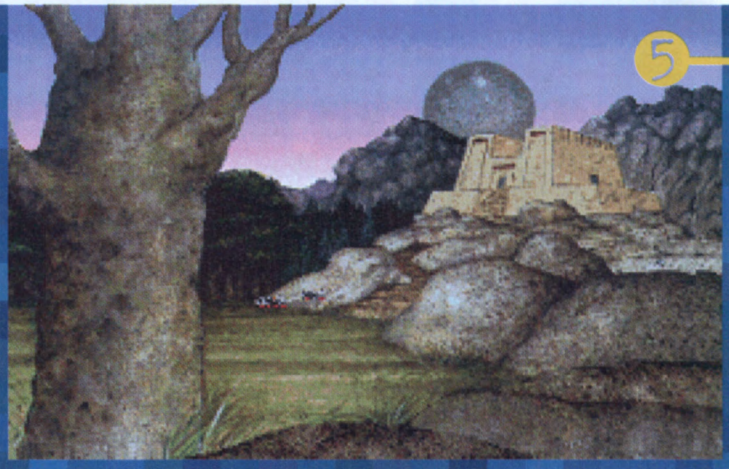
Now this is where things get slightly foggy, because the manual doesn't help very much... but for those of you who really want to know what's been happening (and I know there will be several), I'll do a 'translation'.

"It has been an era of peaceful co-operation between Humans and Kzinti." Okay so far – there's a race called the Kzinti and we get on with them, living in harmony in a sort of Stevie Wonder/Paul McCartney type utopia. "Twenty years have elapsed since the Human, Louis Wu, and Kzin, Speaker To Animals, returned from the Ringworld." Eh? Speaker To Animals? Oh well, that was obviously dealt with in *Ringworld* book two... "Their journey is still a great secret to all but the most highly placed in the UN and Kzinti Patriarchy. The technology that the Puppeteers revealed to Wu and Speaker has resulted in a major collaboration between Earth and Kzin to produce the fastest ship known to either of their species, The Hyperdrive II." Fair enough, apart from the Puppeteer bit. "Technology, however, is not all that Speaker and Wu brought back from their trip to the Ringworld. They also discovered that the Puppeteers had involved both Humans and Kzinti in a breeding experiment of unheard of proportions." ... And on it goes for about five more paragraphs, telling you nothing other than you really ought to read the book(s) first. However... Thankfully on board your spaceship (in the game of course, I'm not suggesting for one minute that you actually own a spaceship yourself) there's a computer console. Log onto it and you can access countless pages of text and pictures on everything from Aardvarks to Zythium. Thank God for that, eh? But you're still none the wiser, are you? Oh well.

About the Ringworld...

Now this is an easy one. You know the rotating orbital platform in *2001: A Space Oddessy*? Yes? Well, imagine the same sort of thing, but with a diameter of 200,000,000 miles (or thereabouts) and with a width so impressive that entire seas and continents could be squeezed in. And imagine that in the centre of this hypothetical rotating giant orbital platform is a star... radiating valuable light and heat to everything on the inner side of the ring. Well, you've just imagined Ringworld: a man made 'planet'. Its rotation gives it a pseudo gravity (on the inner side), allowing trillions of different people/aliens to live there, on landscapes even more diverse than you find on Earth. Perfect setting for a game, non? ☞


1


5

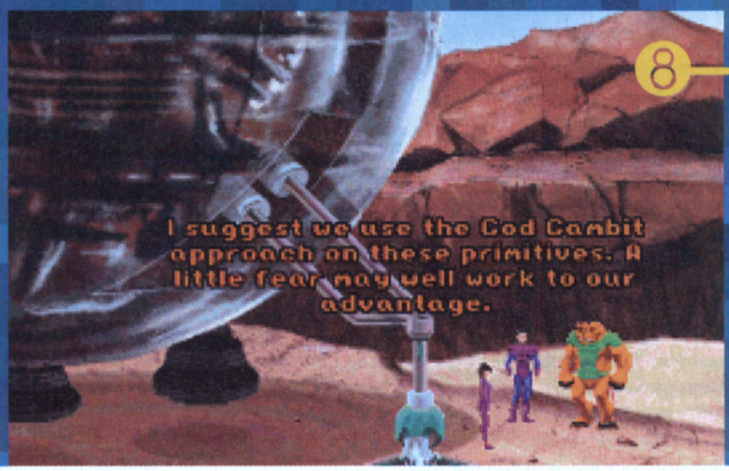

Look
Ok
2


6
Who the tanj are you!?


Well? I thought you were resourceful!
3


Give it up, Captain. I didn't think a Kzin was capable of lying, but unless you have proof, I'm not interested in anything either of you have to say.
7


EXIT
4


8
I suggest we use the God Gambit approach on these primitives. A little fear may well work to our advantage.

Story Board Type Bit

The character you control in *Ringworld (Revenge Of The Patriarch)* is Quinn – a human mercenary. Just to give you the general idea of how things work in this point and click affair, let's have a look at the main interactive bits from the first five or so minutes of the game.

1 This is the opening scene, showing Quinn at the gates of the castle owned by Chmmee, the main Kzinti. In front of Quinn is a beam of light – obviously a futuristic doorbell. Quinn (aided by you) touches the beam, breaks the circuit, and is met by Lacch Captain, second son of Chmmee. Quinn is led into the castle.

2 Now for a bit of dialogue in which you learn that Chmmee has gone missing with Louis Wu, and they may be on Ringworld. You just sit back and read. Until, that is, the shooting starts. The Kzinti legs it to the next screen while Quinn has to point, click, and zap an assassin. A search of the stunned baddie reveals a floppy disk.

3 Beating a hasty retreat, Quinn finds the Kzinti already aboard a jet-cycle. Problem. As you are informed by the Kzinti, there are three cycles, and should one be left behind? Well, the Kzinti's thinking on this is that one of the assassins will use it to follow you. Over to Quinn to sort it out. And it couldn't be simpler.

4 Clicking on the rearmost jet-cycle makes Quinn clamber aboard... Brief trundle of hard disk... Now we see the dashboard, and Quinn can, using his Examine Icon, check out what all the buttons do. But why does he need to bother? After all, the Master/Slave buttons are already labelled (How thoughtful). You press Slave.

5 Having exited the Slave cycle, Quinn boards the lead cycle and inserts the disk he took from the stunned guard. He presses Master, then the start button, and off they go: Quinn in the first cycle, the Kzinti in the second and the third one following on auto. Now you just sit back and watch the scenery scroll for a while.

6 Having talked your way past a guard at the shipyard you now find yourself on board one of the two existing Hyperdrive ships. Here you meet Miranda Rees, the Hyperdrive Project chief engineer – and she's none too happy. She doesn't trust you one little bit... or the Kzinti geezer.

7 So you have to shoot her. Unfortunately you need her, so she ends up in the Autodoc. How to convince her that you're goodies? Well, as luck would have it, the Autodoc has a slot in its side... and you still have that disk. Insert disk in hole, mix well, leave to stand for a few seconds and voilà: a viewing monitor descends.

8 And as Miranda can plainly see, the message has the mark of the Patriarchal seal. She's mortified. Skullduggery is afoot at the highest levels. Now it's Quinn, the Kzinti and Miranda versus the world. In fact it's worse than that – it's Quinn, the Kzinti and Miranda versus The Universe. Off to bally old Ringworld then.



The Interface

(Bottom Row Left) Talk
(Bottom Row Centre) Inventory
(Bottom Row Right) Game Action
(Middle Row Left) Walk
(Middle Row Right) Use
(Top) Examine

☞ From the screenshots you'll probably have guessed roughly how the interface works... but if you haven't I'll just tell you that it's unpretentious, looks good, and allows you to do everything you need to do with the greatest of ease and speed... talk, walk, examine, touch, use, and select items from your inventory. So much for the interface then, but what about the actual game? Well, have you got a spare couple of years? Let's put it this way... *Ringworld* is very big, it's got a crackingly good storyline, there's plenty to do, plenty to sit back and simply watch, but at the end of the day it's fairly easy. Things are kind of 'set up' for you fairly obviously, and there's not a great deal in the way of lateral thinking needed. For me the 'easiness' is a bonus, because I'm a bit thick when it comes to this sort of game, but then, of course, there are those people who want to be stumped... the sort of people who played *Monkey Island 2* on "Let Me Have The Whole Works, Both Barrels Between The Eyes" mode and still finished it in one picosecond. It's all so subjective you see. What can I say? Anyway, having just cunningly side-stepped the hardest part of the review, I'll briefly move onto the graphics, which are for the most part quite impressive. They're not as 'perfect' or 'polished' as something like *Indiana Jones*, but they're certainly more than adequate and evoke plenty of atmosphere – which is all important in this type of game. All in all, what with the enjoyably bookish storyline, the evocative backgrounds, the large game size and so on, *Ringworld* is very entertaining. Er... and that's about it. It's no ground breaker, sure, but it draws you in and makes you forget to go to bed. In fact the only thing that forces you go to bed is when you hit one of its many bugs and get hurled savagely back into DOS. (Mind you, when that happens you're too annoyed to sleep anyway. Catch 22. Crikey). Z



(Above) Revenge of the Giant Pervert Mutant Haystack. (Or if you prefer, one of the strange creatures from Ringworld.)

IN PERSPECTIVE

Indiana Jones **may not be strictly Sci-Fi, but it's still the benchmark for all interactive adventures and therefore has to be included.** ***Star Trek*** **is the opposite of** ***Ringworld*** **in that it's slightly on the small side but incredibly hard, while** ***Rex Nebula*** **promises heaps but delivers nothing thanks to its vile and unreadable typefaces, torturous disk accessing pauses and incredibly slow pace.**

Indiana Jones Atlantis

Rex Nebula

Ringworld

Star Trek

PC ZONE score

An engaging interactive point 'n' click sci-fi romp

80

Price: £39.99 **Out:** Now
Published: Tsunami (Accolade)
081 877 0880

PC ZONE specs

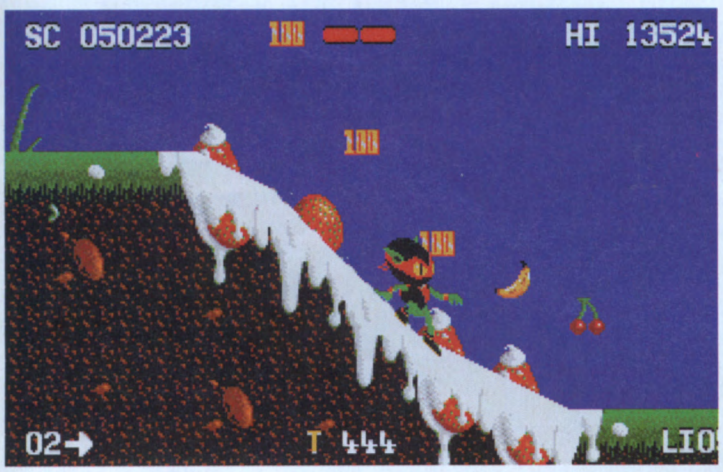
Minimum Memory: 340K
Minimum Processor: 386SX
Minimum Speed: 16MHz
Installation: Essential
Minimum Hard Disk: 10Mb
Minimum Graphics: VGA required. MCGA not Supported
Sound Cards: Ad-Lib Pro, Audio Spectrum, Roland MT 32, LAPC-1, Sound Blaster
Controls: Keyboard, Mouse



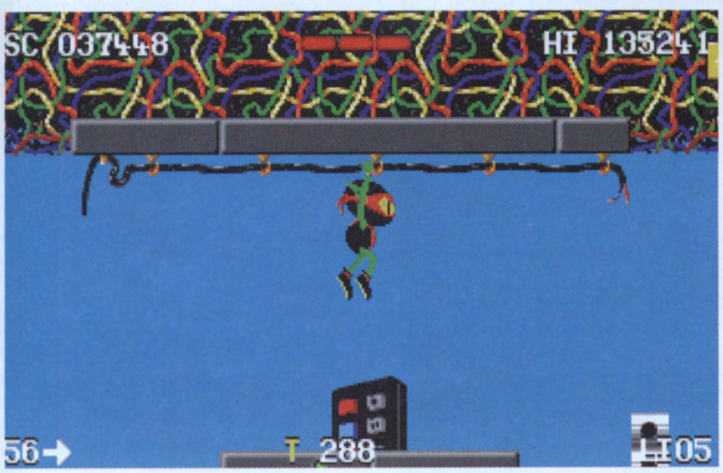


Zool

Laurence Scotford explains how to entice Ninjas from the Nth Dimension into your garden with a few bits of bread soaked in milk.



Slide, slide, sliding away to oblivion.



How the hell do I get down?



SONIC THE HEDGEHOG is a pussycat! Hang on, that doesn't quite fit in with the generally accepted biological way of things. Let's see... Sonic the Hedgehog reckons himself a bit of a smooth bastard. No, no, that still doesn't sound quite right. Erm... got it! What's the point of Sonic the Hedgehog? Folks in these parts aren't too fond of hedgehogs see. The only cool creatures in this neck of the woods are Ninjas of the NTH Dimension[1], as most people will tell you (you may find one or two rash individuals who are slightly less enthusiastic, but they usually find it necessary to take a very long holiday in a far distant part of the universe, or better still, in a far distant part of another universe).

The ninja who is currently winging his way home after a trying day at the local nunchuka throwing trials, goes by the name of Zool[2]. It's a well known fact that ninjas have a curiosity matched only by cats.[3] It is entirely due to this fact that when, as he speeds home, Zool spots a previously unobserved planet, he simply can't resist slipping down to take a quick look.

Like many curious ninjas before him, Zool finds himself in a bit of a pickle. (It would, perhaps, be more correct to say that he found himself in a bit of a jelly, since he has landed in a world made of sweets). You can't help but notice that this strange new planet has been sponsored by Chupa Chups (how nice of them to put up all that lolly).

Ninja Niceties

What we have here is the very best platform game yet to appear on the PC. That such an obviously console orientated game should convert so well to the PC is an indication that it has now become, without a shadow of a doubt, the most versatile games machine currently available.

Zool borrows heavily from other recent platform games, most notably S***c the Hedgehog, but then you already knew that. To be honest, *Zool* introduces enough new elements to justify its existence. Perhaps chief among these is that, unlike many games of this type, Zool has a low frustration factor. Not only are there restart points to be found on each level which, when activated, prevent you from having to replay the whole level after you have been killed, but there are three difficulty levels and you can have up to five continues, so you should get a fair way into the game even on your first play.

Of course, the real delight of *Zool* is not just in getting through each level, but in discovering all the hidden features. There are bonuses aplenty to be unearthed, hidden rooms and many inventive puzzles. In music world, for example, you come across a couple of giant keyboards. Hopping about from one key to another is all you need to do to play some simple tunes. It's fun, but it doesn't do much for you except waste your time and confirm that you have no musical ability whatsoever. What you need is some music of course, but where do you find it and what happens when you bash out the correct tune? You'll just have to play and find out.

That's Zool Folks

It's refreshing to see games of this type appear on the PC every now and again, especially when they are of this quality. There have been some pretty ropey platform games in the past[4], but *Zool* is one of the new breed, and proves very successfully that you don't need a console to play them. ZZ

FOOTNOTES

1] The dimension in question does actually have a number, but unfortunately it's got more than one digit, so is generally indicated by an embarrassed mumble. It can actually be uttered by residents of the planet Zogrott, but then they do have 36 fingers on each hand. Smug bastards.

2] His full name is actually Zoo'xrthqwxc!sh@th'l, which is not very convenient when meeting new people at a party after downing six pints of Alterian ale.

3] It's a rather lesser known fact that, unlike cats, ninjas don't have nine lives, which makes a mockery of a certain popular saying, but then I suppose 'Curiosity killed the ninja' doesn't have quite the same ring to it.

4] So you have been reading the footnotes! Just checking...



THE WORLDS

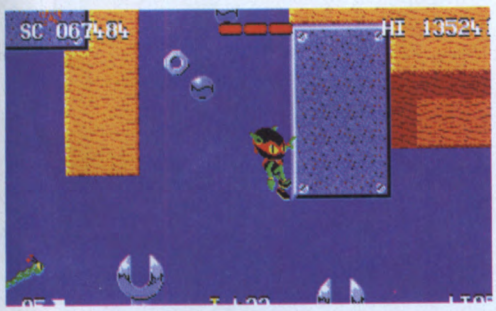
MUSIC WORLD This is not the place to be if you think that Chopin is something you do with wood, or that Rave means getting very angry.



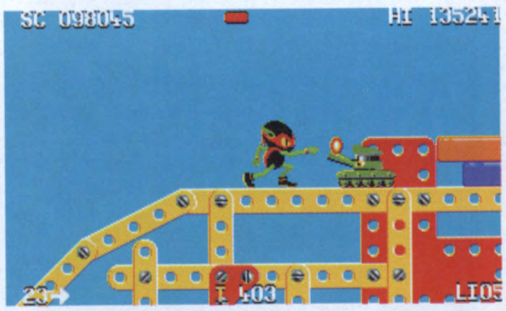
SWEET WORLD It's every anorexic's nightmare – being attacked on every front by jellies and spiky chocolate.



FRUIT WORLD Oh no! Phallic symbols everywhere, as you pick your way through giant carrots and bananas.



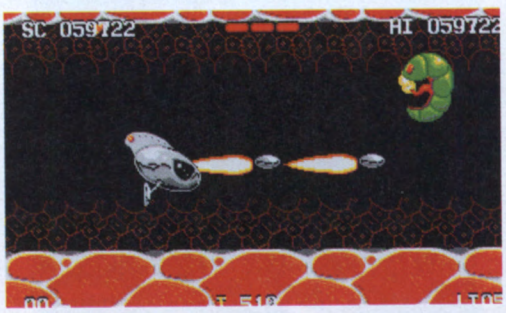
TOOL WORLD Make sure you nail those nasties down or you're sure to be hammered.



TOY WORLD or Attack of the Killer Teddy Bears. Don't be put off by cute, just shoot!



FUN FAIR WORLD There's nothing fair about this world, so don't get taken for a ride.



SHOOT 'EM-UP WORLD A bonus world hidden within one of the other worlds. Are we going to tell you where? No!

Ninjaerobics

What sets the modern breed of platform games apart from their predecessors (and *Zool* is certainly no exception) is the variety of actions the central character is expected to perform. Here is the range of things Zool gets up to.

SLIDING Take those nasty enemies down with a Vinny Jones sliding tackle.

CLIMBING Put the Chris Bonnington scramble into action to scale those walls.

MONKEY CLIMBING Try out the 'Nth Dimension assault' course in style.

SPINNING Zool's pirouettes are more legendary than Margot Fontayne's.

SHOOTING When all else fails – pepper 'em.

JUMPING Attain un-thought of heights with a well-timed leap into the unknown.

RUNNING Put the miles between yourself and those regenerating jellies.

PC ZONE score

The best platform game released for the PC so far.

85

Price: £34.99 **Out:** Late March
Publisher: Gremlin
Telephone: 0742 753423

PC ZONE specs

Minimum Memory: 640K
Minimum Processor: 286
Minimum Speed: 16MHz
Installation: Optional
Minimum Hard Disk: 1Mb
Minimum Graphics: VGA
Sound Cards: Ad-Lib, Roland
Controls: Keyboard, Joystick

TRANSEND SHAREWARE MAY – TRANSEND

ONCE MORE we bring you the very latest and best Shareware titles available this month and for those of you interested in DTP lookout for the two latest packages, NeoPaint and Envision Publisher, which will take care of your professional publishing needs for less than £100.00.

For those of you new to the shareware scene you will find in the following reviews a great number of professional packages available for you to order from only ú2.50 per disk. These are fully working versions usually with the manual stored on disk for you to use on a trial basis for up to 90 days. Should you wish to continue using the program after this time you should register the package. On registration you will receive the latest version fully packaged with a printed manual. Most best selling Shareware titles can be registered with Transend, others will have details on disk on where to register.

To order any of the shareware titles or registered versions listed here or elsewhere simply complete and return the priority order form at the end of this section. Why not telephone your order through? You could be using your disks tomorrow morning!

Transend probably has the best service record of any other company and each disk is despatched same day complete with an installation menu and small tutor to help you get started right way. Try the Transend Service today, we have over a thousand titles for those new to computing and for experienced users and we offer full technical help on every disk despatched.

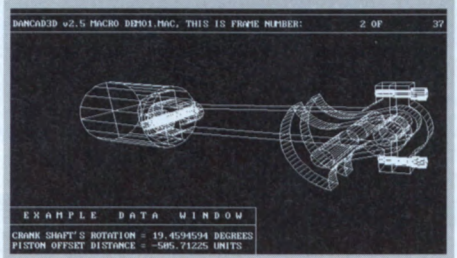
Shareware Concept

QUICK TEMPLATE
Order Code: 11640 **Total Disks: 1**
Quick Template is basically a pop up help file that is loaded when you switch on and stays in memory and is called up by pressing the hot keys. If you press the hot keys at the DOS prompt you get a full list of DOS commands and by choosing one it will type it in for you. If you then go into your Word Processor and press the hot keys it gives the command and key list for your Word Processor. You will sometimes wonder how it knows which program you are using and at the extent of the help screens at your command. You can create your own templates for any of your existing programs but QT comes with files for DOS, Word, Word Perfect, Word Star, Lotus 123, DBase III and many more. New and experienced users alike will find this program invaluable and easy to use with mouse or keyboard.

KIDS TRIVIA
Order Code: 11570 **Total Disks: 1**
This is the best Trivia game I have seen, including the ones in the local pubs. It operates in a Windows style with push buttons and top line menu so a mouse is definitely recommended. It is very easy to use and has so many options, that may be changed, they are impossible to list. Get a copy now and I guarantee you will not be disappointed. It is probably best for children of ten years old and over.
Requires EGA.

PC TUTOR
Order Code: 1000 **Total Disks: 1The**
TUTOR is an essential program for all readers who wish to explore the potential of their computers further. It runs well on all graphics adapter types and has no special hardware requirements. PC TUTOR takes you step by step through the intricacies of the IBM PC and MS-DOS. By completing each section you will learn about the keyboard and all the special keys such as INS and DEL. You may then proceed through exercises in computer terminology which explain jargon words. The final exercises introduce you to MS-DOS, its basic commands and what it is supposed to do for you on a day to day basis. After the basic level you will cover more advanced commands which enable you to manipulate information and make good use of storage such as floppy disks. Finally, batch files are covered in detail explaining why we use these compact command files and what each batch sub-command does. All in all a very well composed program which is simple to use and educational.

DANCAD 3D
Order Code: 1830 **Total Disks: 6**
A very comprehensive computer aided design program which encompasses aspects of 3D drawing. Dancad has recently been upgraded to this massive version making it the most comprehensive CAD package available through shareware. The program provides facilities such as automatic dimensioning, detailed zoom and the ability to independently rotate elements of the drawing. The program can be used for 2D drafting but really comes into its own in 3 dimensions. Support is provided for all popular IBM and Epson printers but more impressive is the post script support. Dancad really is proof, if it were needed, of the professional quality of shareware marketed products. Requires Hard Disc .



Code 1830, Excellent CAD Program

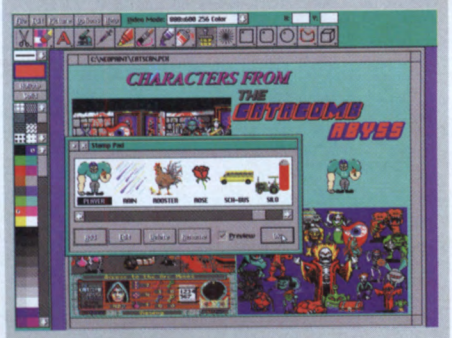
ENVISION PUBLISHER
Order Code: 10470 **Total Disks: 2**
Envision Publisher is a full-featured desktop publishing program with advanced WYSIWYG (What You See Is What You Get) page layout and composition features that let you design documents in an interactive visual environment. Text can be scaled from 4 points to 108 points without loss of quality and can be rotated, bolded, kerned or filled with any pattern. It includes a powerful set of object drawing tools including PCX import and scaling. It also has full clip board capability. This program is the best of its kind on the market for page making facilities, it is far better than a number of 'Commercial' pagemaking programs that are popular with users who only have a dot-matrix printer. It will print to laser or dot matrix and with a better quality than our 350.00 pound package does. If you order this program along with NEOPAINT, our professional paint package (Code: 10460) you would have all your DTP problems solved for less than 100.00 for the registered versions.
Requires Hard Disc.



Code 10470, Brilliant DTP Package

NEOPAINT
Order Code: 10460 **Total Disks: 2**
At Last! A shareware paint package that will take care of all your professional needs. It is so good that we now use it for

all our drawing and image manipulation for the artwork you see in this section of the magazine. It has a colour stamp facility that allows you to create your own images to be copied onto an existing screen without wiping out the background. It has more facilities than the package we used to use and costs a fraction of the price. It includes all the standard tools, of which most of them work in Zoom mode. It can invert, flip, rotate, scale, stretch, smudge and anything else you might want it to do. It includes PCX and GIF in its file formats, works with Hercules and above in 2, 16 or 256 colours and can print to laser or dot matrix. You can convert colour images to 256 grey scales and work with multiple images but best of all, it doesn't need Windows to run which means it is easy to install and use. This is the best package to become available on Shareware in a long time. There are already loads more Fonts available with more becoming available every week. Uses every mode EXCEPT CGA. Requires Hard Disc .



Code 10460, The Best Paint Package

QUIK MENU III
Order Code: 10860 **Total Disks: 1**
Here is An alternative to Windows that lets you run DOS based programs quickly and with an excellent graphical interface that will make you wish you could run your Windows Application through it. . . . Well you will be pleased to know that you can do just that! At the touch of a button (or click of a mouse) you can launch into windows and run all your favourite applications. The facilities of this program are endless, you can set up your computer exactly as you want it and it will work on the network. You can customise Icons and 3D buttons, Copy, Rename, Delete and Move files or file groups. You can have multiple menu levels with hyper text style links, password protection, timer and activity log, telephone dialer, pop up calculator, text editor, wallpaper, screen saver, macros,etc,etc. The best thing about this program though is that, unlike other Dos Shell programs, Quik Menu III is NOT memory resident so all your programs will run through it. It has had rave reviews all over America and is definitely not to be missed. It is written by the same authors as the new leading DTP program 'NEOPAINT'. Requires Hard Disc .

ALIENS ATE MY BABYSITTER
Order Code: 4440 **Total Disks: 1**
This is a special edition of the Commander Keen series from Apogee and the best one yet. As 'Billy Blaze', the adventure begins when your babysitter is kidnapped by Aliens from Fribbulus Xax, she is on the main menu for dinner! With your parents due home soon, how will you be able to tell them that the "Aliens Ate My Babysitter!"? This smooth scrolling, flicker free graphical adventure game is a must for your collection and as with all later Apogee games this comes with soundblaster support.
Requires EGA.

AVARICIUS
Order Code: 11610 **Total Disks: 1**
As Avaricius you tour the locations of ancient Rome trying to evade the Taxman, unfriendly lions and your nagging wife. This graphical adventure written in the style of Sierra's Leisure Suit Larry series is one of the most humerous games I have played in a long time. You control the red headed Hero, known as Avvy for short, by the use of the cursor keys or mouse, and move around the rooms to examine or use objects within the game. You can tell Avvy what to do by typing in at the keyboard or using the menu choices at the top of the screen. The corny but amusing humour throughout the game, and in the document file, are definitely British and will keep you playing for weeks.
Requires EGA

BRIX
Order Code: 10540 **Total Disks: 1**
Any game that tests my logical mind is always a winner with me, and this excellent game of Brix is top of my list. It is an arcade puzzler game that tests your ability to think fast and move quickly. The idea is to pick up individual blocks, move them around and drop them next to matching blocks to make them disappear. When all the blocks have gone you move on to the next level, sound easy? Well the first few levels are just to get you used to the game, but, the other 100 levels will test you to your limit with the addition of elevators, boiling acid, lasers, lava acid and anti-grav. This game has excellent graphics and sound blaster support but does need a 286 or better to run.
Requires Hard Disc & VGA.

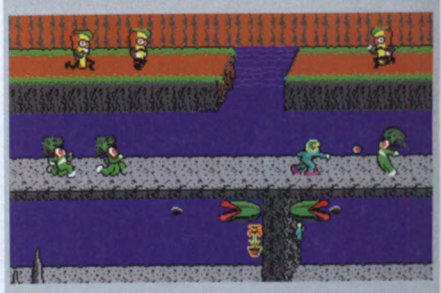


Code 10540, VGA Logic Game

CADDIEHACK GOLF
Order Code: 9160 **Total Disks: 1**
There are few games of 18 hole golf available on shareware so it is a relief that the few that are available are good. This playable demonstration of Caddiehack golf has good 3d style graphics of the golf course with sky, trees and of course a fairway all in plain view. Up to 10 people may play together so this can be a fun game for all the family.
Requires EGA.

COMMANDER KEEN
Order Code: 1430 **Total Disks: 1**
Commander keen is published by the leading shareware arcade games company Apogee. The quality of the range, which is growing constantly, is breath taking. Apogee games test your PC hardware to its limit making best use of graphics sound and processor speed. The scrolling graphics on all titles are un-rivalled, flicker free and very detailed. Command Keen (Vol. 1) sees our hero crash land and the Vorticons, the enemy in game players par lance, pinch key components from the space ship. Commander keen must risk life and limb negotiating scene after scene of challenges to regain possession of the parts and re-build the ship. You will not believe the quality when you see this game!
Requires Hard Disc & EGA.

COMMANDER KEEN IN KEEN DREAMS
Order Code: 10000 **Total Disks: 1**
Commander Keen has the largest fan club of any other shareware game available. Transend has scoured the world from Norway to the U.S.A. in the search for more Keen Games. We found this latest version from Gamers Edge in America, along with many other titles form ID Software, now known as the lost collection of ID Software. Your Hero is Back and needs help to rescue the captured children being held by the Vicious Vegetables. We fell about laughing at the jogging carrots, head butting parsnips and other whacky characters as we jumped, climbed and ran about the many levels. A well aimed flower bomb soon put paid to the battling vegies, but only for a few seconds to give you time to pass, save the children and leave quickly. Shin up the firemans poles to heights never reached before but before careful the potatoe doesn't bash your head in at the top. Game players every where are now queuing up for a copy of this excellent graphical game with breathtaking colours. Requires EGA.



Code 10000, Excellent Multi-Level Game

CORNCOB 3D
Order Code: 8160 **Total Disks: 1**
Good Shareware flight simulators are a little thin on the ground (or in the air) so, we were delighted to find this one. A hard disk is preferable although you can run Corncob from a high density floppy. It is 1949 and you are in control of a standard front-line ground attack plane, you have a choice of missions on which to embark. Your objective is to complete your mission and return to base in one piece. The Author has paid a lot of attention to detail in the use of controls and instruments. It has excellent graphics and flight simulation, you can even leave the plane and walk around it if you wish. Corncob is one of the best Shareware flight simulators I used and will provide hours of entertainment for any would be Hero.
Requires VGA.

TRANSEND SHAREWARE MAY – TRANSEN

DARE TO DREAM
Order Code: 11670 **Total Disks: 1**
You are Tyler Norris in this great game for Windows from the Epic Mega Games team. You are trapped in your dream and to escape you must solve bizarre puzzles, travel to strange lands and meet even stranger creatures. With brilliant graphics and total mouse control you will find this one of the best Windows games you have played. You can collect and use objects and talk to the other characters in the game, even the alligator in the sewer. If you have a soundblaster card the gameplay is enhanced by the games music. If you have Windows, 2 Meg hard disk space free then you should get this game. Because of the size of the program (1.2 meg) we can only supply this game on 3.5" disks.
Requires Hard Disc .

DUKE NUKEM
Order Code: 1700 **Total Disks: 1**
This amazing arcade action game is one of many from Apogee Software and is as good as, and better, than most commercial games of this type. The graphics are very well animated as you guide the Duke, a computerised Rambo type character, around the various games blasting everything that moves. Beware of the energy sapping spikes and various alien types as you run around collecting hidden rewards and points. You are given various hints, as you discover treasures, to help you along the way. The game is very well documented and has a good quality menu system in all sections. This is a very addictive game well worth registering for the extra two chapters that are supplied.
Requires Hard Disc & EGA.

COSMO'S COSMIC ADVENTURE
Order Code: 3070 **Total Disks: 2**
What is green with red spots, has suction hands and an overbite like Bart Simpson. Why Cosmo! of course, the young alien on his way to visit Disney World with his parents until their ship is struck by a blazing comet forcing them to land on an unchartered planet. Cosmo runs off to explore the area while Dad repairs the ship, but, on his return he finds them missing and strange Alien (alien to Cosmo that is) footprints are all around the ship. Your task is to guide Cosmo around the dual scrolling screens collecting points, health and hints while searching for his parents. You achieve this by looking, leaping on the aliens and scaling walls with your suction hands. Due to the great graphics of this game it does need a minimum of a 286 processor, EGA monitor and a Hard Disc.
Requires Hard Disc & EGA.



Code 3070, Help Cosmo Find His Parents

ELF LAND
Order Code: 11190 **Total Disks:**
Elf Land is an excellent little adventure with very good graphics. You travel the land avoiding the nasty characters and bumping into lots of friends. As you bump into other characters they will give you a tip on what to avoid, how to defeat the nasties and where to go. It is a platform type game similar to the Commander Keen series with scrolling screens and your character having the ability to walk, jump and fire berries at the nasties. A very enjoyable game.
Requires EGA.

LIFELESS PLANET... NO BEER
Order Code: 11520 **Total Disks: 1**
This text adventure is one of the better ones available on shareware. It is always important, because of the lack of graphics, that the user is given enough detail to help him imagine the layout of the game he is playing. This is easily achieved in this game which also has a few ASCII based graphics to help you. It has all the standard commands such as N,S,E,W,Take,Drop etc with enough locations to keep you playing for months.

JILL OF THE JUNGLE
Order Code: 8250 **Total Disks: 1**
This excellent game from Epic MegaGames puts them hot on the heels of Apogee for the number one spot in games programming. Its many levels of scrolling screens and action packed adventure will happily measure up to any of the Commander Keen games. CGA, EGA or VGA modes are utilised depending on your hardware, it also has very good soundblaster support. You control our heroine Jill as she battles with different creatures in her search for weapons, gems and health giving food. A nice touch to this game is the ability to sample all the sounds heard in the game at the touch of the keys. You will not be disappointed with this disc and on registration will receive two extra volumes.
Requires CGA

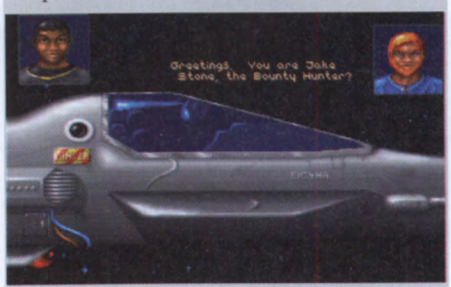
JOUST VGA
Order Code: 1420 **Total Disks: 1**
See those gladiators fly. Fly? Yes, they rome the skies on their trusty steeds, well Ostrich's actually. Joust against your opponent with this hilarious VGA arcade action game. The knights of the sky zoom around on the back of the ostrich which flaps its wings whenever you tap your 'flap' key the more you tap the higher he goes. Prang your opponent with your lance to turn him into an egg. You must smash the egg quickly or else it will hatch out again and hound you until you get the knight again, or he gets you. A very fresh addition to the arcade section, great fun and one that can be played over and over again.
Requires VGA.

MAJOR STRYKER
Order Code: 11390 **Total Disks: 2**
The game we have all been waiting for, the new release from Apogee the leading shareware games author. As Major Stryker you fly your craft using the cursor keys for direction control while blasting enemy gun ports and spaceships with the ALT key. As the game progresses you can obtain power-ups to give you more and more fire power, and you will need it if you are to survive. Again Apogee make a major breakthrough in their 3D effect scrolling screens that leave the competition standing. One of the best shoot-em-up games currently available, you won't be disappointed.
Requires EGA

NEW WOLF-3D MAPS
Order Code: 9080 **Total Disks: 1**
A most unusual set of maps of Wolfenstien 3D. The challenge is to expect the unexpected, the author says. Guards walk out of the walls from seemingly empty rooms. There are many hidden areas to seek out and these may only be found by looking at the maps with the map editor, do this only when you get desperate. If you have Wolf-3d and have completed the existing levels then get this disk and start all over again
Requires Hard Disc & VGA.

ROBO MAZE III
Order Code: 9320 **Total Disks: 1**
A sequel to the best selling Robo Maze II, in this game you have even more places to explore by guiding your character through various strange lands. Visit the wise men in the caves marked with arrows to receive weapons and advice, without which you will not get very far. If you enjoyed Robo Maze II then you will love this one.
Requires VGA.

SOLAR WINDS
Order Code: 11660 **Total Disks: 2**
Solar winds is the latest game from Epic Mega Games, and by far the best yet. As Jake Stone you are sent to discover the secret of an alien race which leads you to discover a mysterious plot. You are given a number of missions to complete to get through each stage of the game, these include coordinates in space you must travel to and various people you need to meet and speak with. Because you have a purpose within the game it makes it 100 times better than a shhot-em-up type of program. You are in control of all your weapons, power, hyperdrive etc which all help to make Solar Winds a space adventure rather than just a game. The graphics are excellent and you will find this a hard game to stop playing but, with light years to travel, aliens to defeat and scientists to save . . . Who cares.
Requires Hard Disc & VGA.



Code 11660, Latest MegaGames Blockbuster

THE CATACOMB ABYSS
Order Code: 20000 **Total Disks: 2**
EGA Graphics owners cursed when they saw that Wolfenstein 3D required a minimum of VGA to display its 256 colours. Wolfenstein was nearly Transend's best selling game of '92 . . . Nearly! All must now step aside and make way for The Catacomb Abyss from U.S.A's Gamers Edge team. Our librarian passed me the disk

SHAREWARE MAY – TRANSEND SHAREWARE

ready for review, I ran it and nervously waited for the title page. Impatient as ever I skipped the help and went straight for the action! Caught unawares I was dragged helplessly into the nightmare world of The Catacombs. My soundblaster convinced me that there were footsteps coming from behind me. I wheeled around to see a 3D abhorrent Zombie attempting to maul me. Quickly I hurled two magical fireballs, both hit the creature of the night square in the chest reducing him to a pile of smouldering bones. I darted for cover, blasting a hole in a wall with another fireball. Beyond the rubble stood a chest of treasure with more healing potions and firepower beneath its lid. A Screech, and in the distance appeared a bat, another fireball took care of it.The Catacomb Abyss - More than a game . . . IT'S REAL! Requires EGA.



Code 20000, 3D Graphic Adventure

WINCRIB
Order Code: 11580 **Total Disks: 1**
This windows version of cribbage will certainly help you improve your game. When it comes to totting up your points if you miscount it will only give you the points you have claimed.
Very good version of this popular game.

WOLFENSTEIN 3D
Order Code: 3080 **Total Disks: 2**
As an escaped prisoner in a German war camp you will move smoothly through a world of amazing detail and animation. Use your pistol to dispense with individual guards or your machine gun to mow down a line of enemies. For a single guard it is often wiser to use your knife as any noise can alert many more enemies including guard dogs. You collect treasures on the way and eat any food found to sustain your health after being wounded. Find the many secret rooms for first aid kits and weapons. Wolfenstien 3D has the best graphics I have seen on a P.C. and should you have a soundblaster the voices and sounds are amazing. It also has many amusing aspects to the game and the levels include "Can I Play Daddy", "Don't Hurt Me", "Bring 'Em On" and "I am Death Incarnate" with suitable graphics. This game is truly a technological breakthrough. Requires Hard Disc & VGA.

MUSICAL SAMPLES
Order Code: 11470 **Total Disks: 7**
This is one of the most comprehensive and professional collections of sound files available. The samples are for use with any SoundBlaster compatible sound card that can handle the VOC file format. You will need a sample editor such as VOC386 to hear the samples and a package such as Fast Tracker will enable you to use the samples in your own compositions. There is a vast range of sounds such as strings, woodwind, synthesized effects, major and minor chords and an excellent selection of brass instruments and ensembles. All are sampled in the key of C at 13 Khz giving best sound performance with minimum disk storage overhead. There are no copyright restrictions so you may distribute these samples in your own music.
Requires Hard Disc .

WOW II
Order Code: 11450 **Total Disks: 1**
WOW II provides a quick way to play your MOD files from Whacker Tracker, Fast Tracker, Amiga composers and any other MOD file source. Its mind blowing sound and graphics quality are a pleasure to the ear as well as the eye. A real time spectrum analyser turns your VGA monitor into a Hi-Fi system. Excellent fun to use and this will really impress your friends, showing what a PC is really capable of. If you want CD quality re-production for those extra high quality MOD's the PC is capable of then WOW II is for you. Total support for all Soundblaster and compatible cards including stereo products.
Requires VGA.

TRANSEND SHAREWARE – MAY 1993

PC ZONE PRIORITY ORDER FORM

Please make your cheque or postal order payable to:

TRANSEND
SERVICES
LIMITED

MOORVIEW BUSINESS PARK
LEEDS ROAD, THACKLEY
BRADFORD BD10 8JH
TEL: (0274) 622228

CODE	NO. OF DISKS

CODE	NO. OF DISKS

CODE	NO. OF DISKS

CODE	NO. OF DISKS
TOTAL DISKS	
TOTAL AMOUNT	£

PRICE LIST

Disks Ordered	Cost	Free Disk
2	£5.90	-
3	£8.85	-
4	£11.80	1
5	£14.75	1
6	£17.70	1
7	£20.65	1
8	£20.00	2

8 Disks and Over £2.50 per Disk
+ 1 Free with Every 4 Purchased

FREE POSTAGE AND PACKAGING
(overseas customers add £3.00 per order).
To avoid delay, please write your orders clearly.
Cheques to be made payable to:
TRANSEND SERVICES LTD.

DELIVERY ADDRESS

Mr, Mrs, etc _____

SURNAME _____

ADDRESS _____

POST CODE _____ STD & TEL _____

DISC FORMAT

5.25" ☐

3.5" ☐

CARD NO.:

CARD EXPIRY:

ACCESS ☐ **VISA** ☐ I ENCLOSE A CHEQUE FOR THE AMOUNT OF £ _____

FOR FASTEST DELIVERY CALL OUR CREDIT CARD HOTLINE ☎ (0274) 622228

Archer McLean's

He's hopeless at snooker and tragic at bar billiards. Can Paul Lakin get anywhere with pool? Don't hold your breath.

REMEMBER *Jimmy White's Whirlwind Snooker*? If you do then you could really skip the next 100 words and, pausing only to glance at a few screen shots, move straight onto the third paragraph. The rest of you get yourselves comfortable and listen carefully. I'm only going to say this once.

Snooker Cues

Jimmy White's Whirlwind Snooker changed computerised snooker by introducing a genuinely effective 3D appearance, good sound effects and most importantly of all a genuine feel for the game. Unless (like me) you were seriously challenged in the co-ordination department, you were soon blending back spin, double deflections and huge slices of luck to produce thrilling matches and maximum breaks (I wish). The game looked good, sounded good, played like a dream and sold by the lorry load. A follow up was inevitable.

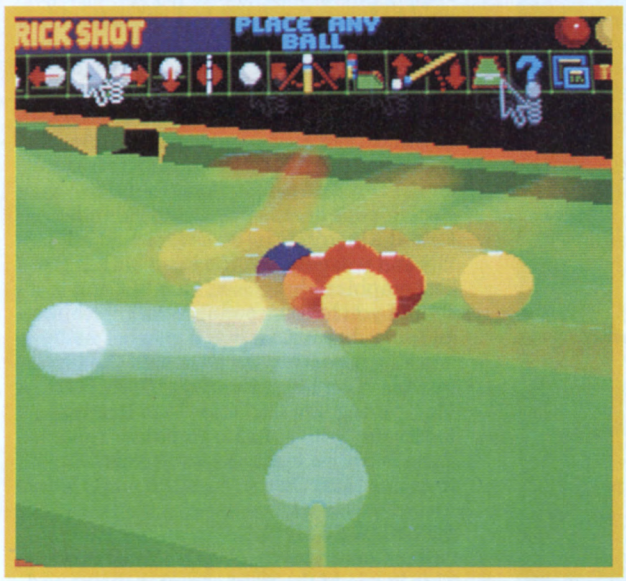
Pool Rules

Some people are never satisfied. They wanted to play pool not snooker. And not for them a trip down the Starving Peasant with a pocket full of 10p pieces. They wanted to play pool locked away in the solitude of their own room. (They will, of course, go on to become sad twisted individuals heavily into murder or stamp collecting.) Still the demand for a pool version was there so a pool version is here. That's the free market for you.

At first glance there's little difference between *Snooker* and *Pool*. If it's not broken why mend it? The icon driven control system is pretty much the same as before (which is a good thing) and the nation



will rejoice to hear that if you take too long over a shot the funny faces start appearing on the balls, flies buzz over the baize and now eyes start appearing round the table. Let's face it who cares about the gameplay as long as the ball sticks it's tongue out at you (as the actress... oh never mind). The most obvious difference (apart from the colour of the balls) is the rules. Obvious really. There are 3 versions of pool playable here. 8 Ball UK Coin Op



PC ZONE specs

Minimum Memory: 640K
Minimum Processor: 286
Minimum Speed: 12 MHz
Installation: Optional
Minimum Hard Disk: 700K
Minimum Graphics: EGA, VGA, 256 colour VGA
Sound Cards: Roland, Ad-Lib
Controls: Mouse

(Left) A classy three ball plant off the double, spinning back off all four cushions for the black. (Bottom Left) Green green everywhere and plenty of balls to hit.

Cue the Action



1 **VIEW CUE BALL:** focus in on cue ball, which is probably nowhere near where you intended it to be.

2 **VIEW LINE:** line of travel (and rebound off cushion) of an uninterrupted shot. A sort of "I wish" scenario really.

3 **GAME CONTROL:** a quick summary of what all the icons do.

4 **CHALK CUE:** essential for spin shots and time-wasting to irritate opponents.

5 7 9 11 **SPIN:** top, bottom and/or side spin. Mastering this is crucial to really effective play. England test cricketers should avoid this option.

6 **INFORMATION:** check up on your current performance, provided you're thick skinned.

8 **TAKE SHOT:** speaks for itself. The cross marks where you'll hit cue ball. If the ball's marked 'No' it means you can't hit it (probably because there's another ball in the way of the cue)

10 **SCREEN TYPE:** move control panel from top to side or vice versa.

12 **PLAN VIEW:** select between 8 views of table, 4 lengthways, 4 widthways.

13 16 **ZOOM:** ...er zoom in or out from table.

14 15 **VIEW ANGLE:** increase or decrease angle from which the table is viewed. Essential for lining up a shot properly.

17 18 **MOVE CUE:** move the cue clockwise or anti-clockwise round cue ball.

19 **SET POWER:** The further you drawback the cue the more powerful the shot. Okay so you always blast it but sometimes a delicate tap will do. Try it sometime.

20 21 **PLAYER STATUS:** important information like which colour ball you're after.

Pool

Table Rules, 8 Ball USA Bar Table Rules (which are pretty much the same) and 9 Ball USA Tournament Rules which is somewhat different. All the balls are numbered and each shot must hit the lowest numbered ball on the table first, though you can pot any ball you like. Once again it ends when the black ball is potted. Although this is the my personal favourite in terms of rules it suffers visually since the numbers are always facing you. This means you always know what number the balls are but at the expense of giving the impression that they are sliding rather than rolling.

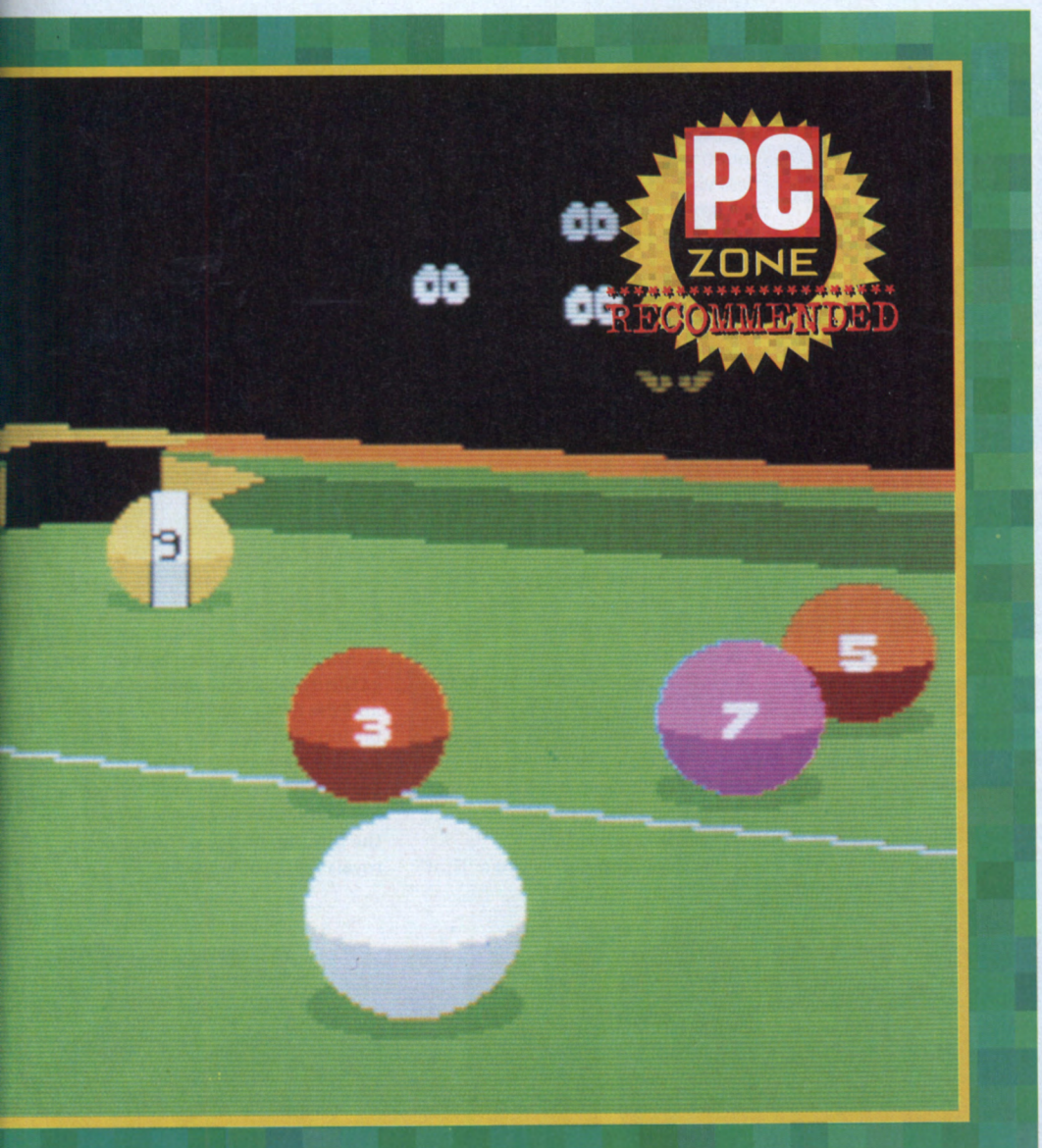
> "One day there will be a virtual reality pool game where you are distracted by fag ash and pools of lager on the table"

Competitive Society

Probably the most significant difference/improvement to *Pool* is its competitive range. As well as Trickshot, Practice and Game modes (all of which were in Snooker) there's a Match mode allowing you to play the best of 3, 5, 7 or 9 games plus a Tournament mode for up to eight players so you can seven-ball all your mates.

Better still there's now a choice of 20 computer opponents. The worst of these couldn't pot a marble in a shell hole, the best are capable of winning the game in two shots. You can only find out the relative skills of each by playing against them, although names like Disaster Dave are a bit of a give-away.

In real pool of course you either win or lose. Archer Maclean, knowing us as a feverishly competitive, high-score-table obsessed bunch has invented a 'Rankometer' giving you a percentage score (and pointed comment) based on your ratio of shots, fouls and pots and the time it all took.



Pooling Resources

Archer Maclean's Pool is easily as good as *Jimmy White's Whirlwind Snooker*, given the variety it's probably better. It's not a perfect sim. One day there'll be a virtual reality pool game where you are distracted by fag ash and pools of lager on the table and some six foot five skinhead threatening to beat you up if you're not off in 30 seconds. However for now *Pool* is immensely playable, challenging and gets better as you get better. So should you buy it? If you haven't got *Jimmy White's Whirlwind Snooker* then yes, definitely. However if you have got *Snooker* then think carefully. If you liked Rugby would you buy the Rugby League and Rugby Union versions of the same game? Well yes you probably would wouldn't you. PZ

PC ZONE score

Excellent Pool game. An impressive, if not wildly different, sequel to *Whirlwind Snooker*.

87

Price: £25.99 **Out:** Now
Published: Virgin Games
Telephone: 081 9602255

IN PERSPECTIVE

It's the best pool game around. The comparison with *Snooker* assumes no preference for the two sets of games.

Archer McLean's Pool

Jimmy White's Whirlwind Snooker

Sharkey's 3D Pool

Battlechess 4000

THE GROOVY GAME



Tasteless *Clockwork Orange* reference? – Sex, ultraviolence and Capablanca? "Yes please," said Mark Burgess.

PC ZONE RECOMMENDED

CHESS HAS BEEN around for two thousand years. What will it look like two millennia hence? Electronic Arts is making a fanciful guess with *Battlechess 4000*.

Fans of the earlier *Battlechess* programs will guess that this is no ordinary implementation. Purists who shudder at Napoleonic War chess sets and who think chess should be cerebral, with all violence sublimated, will not have a good time with this.

If you want a brute power chess game with nice, uncomplicated, Staunton pieces, look elsewhere. This is a chess program that will actually make you laugh out loud.

The pieces are unlike anything you've seen before: robot rooks, maggot-like pawns, a doddery King and a tarty – in a nice way – Queen. The knights look like bouncers and the bishops are sinister gigglers. All move in the conventional way but when they take a piece you are in for a short film of comic violence.

You know it is no ordinary chess program as soon as you open the box. *Eight* HD disks – there are smaller flight sims. The program will take up over 14Mb on your hard drive. Installation is painless. It comes in two versions, VGA and SVGA. For the latter you will have to know the type of your SVGA card (the name will appear, briefly, when you switch on your computer). *Battlechess 4000* works with the VESA protocol – which is emerging as the SVGA standard (sorry, wrong column).

The program opens with an isometric display of the board and pieces. Red and blue have been chosen instead of white and black. The menu is, as usual, hidden but re-appears when the mouse pointer is moved to the top of the screen. The file option has save/load/new/quit, preferences (set default values) and print (parallel port only).

"The ideal program to wean arcade players from mindless violence to pure, cerebral aggression."

The View menu lets you toggle between two and three dimensional views. The 2D display is exceptional. 'Sound' is another toggle switch. 'Fast moves' simplifies things to a single mouse click if your piece can only make one legal move, or if only one of your pieces can move to an empty square, or take an enemy. Intuitive means that if you click on a square and more than one of your pieces can move to it, *Battlechess* will pick the likeliest and ask for confirmation.

Control menu lets you swap sides, use the computer as a referee in a human vs human game and play chess via a modem. You can force the computer to move, replay, rewind and fast forward. With 'Take Back' you can – er – take back not only your own moves but also your opponents. This is great when the computer thinks of something that you haven't. (Every third move in my case.) If you choose 'Thinking', the computer will try to anticipate your next move. 'Learning' allows the computer to record any fine openings you make in its own library.

Book Control is selected from the Control Menu and gives control over the library of opening moves. There are 300,000 (it says here). A number of the more common ones are named – Reti opening, King's Indian Defence and so forth.

The Special menu gives you a 'Hint' option, 'Show-Info', 'Your Grade' and 'My Grade'. The last reckons the program's ELO to be over 2,000. 'Alter' will let you set up the board anyway you like so long as there are two kings and neither are in check. 'Set Clocks' does what you'd think, 'Set Draw' makes the program play for a stalemate. 'Set Time' is the option that determines the levels of difficulty – ten beginner's levels, Average, Tournament and Matching. The last doesn't match your ability; it means that the computer spends as much time thinking about its moves as you do. Emphatically *not* the same thing. The other two expert levels are Infinite and Blitz.

But you can get this on any chess program. What about the violence?

When one piece takes another, the loser is not just removed from the board. It is shot, strangled, crushed, swatted, blown to pieces or dismembered. And that's just half of it. Knight takes Queen by breathing garlic into her face, a pawn kisses her and she dies from mortification, a bishop turns her into a fly and swats her, a rook turns into a tin can and crushes her and the King hypnotises her and makes her screw herself into the ground. And you thought our royals had problems.

BATTLECHESS

THE QUEEN IS DEAD!

1. The Queen sniggers as she beats the rook into a tin can.
2. The tin can that was once a rook raises itself up on some wheels...
3. And rapidly descends, leaving one ever-so-slightly flat monarch.



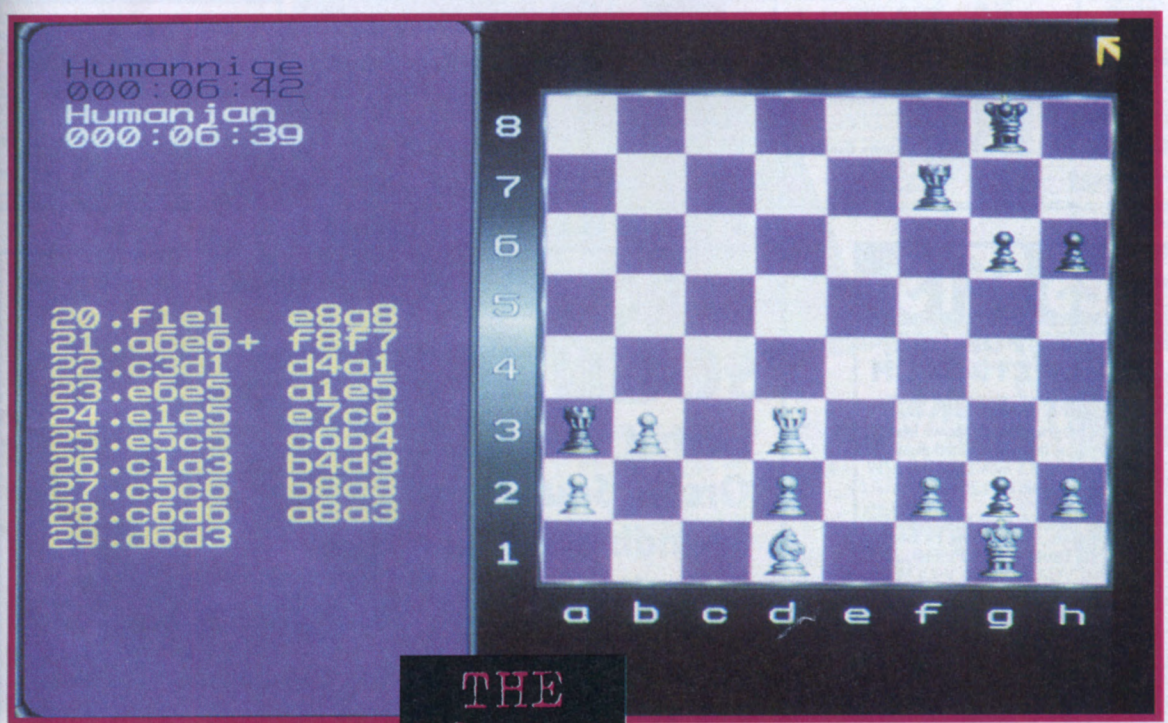




The Queen gets her own back. She tears the arms of rooks, rolls pawns into balls, throws bishops about and the catfight between two Queens has to be seen to be believed. All of this mayhem is accompanied by skilful use of sound, from shrieks, gunshots and the clump of the rooks to the stately pace of the bishops and the squelch of the pawns.

Although there are a few eyeballs rolling around the place, the violence is essentially comic. There are many in-jokes about films. When rook takes pawn, the rook shows a film called Rambot XXVII. As the pawn cheers the bazooka wielding hero, the weapon comes through the screen and blows it to atoms. What could be funnier than that? Knights fight each other with light swords from *Star Wars*. When Queen takes knight, she throws a bone into the air, which lands as the monolith from 2001 and crushes him. I tell you this office hasn't laughed so much since we blew away Bambi in *Wacky Funsters*.

Electronic Arts have put in many more 'serious' chess features than were in the earlier *Battlechess* programs. This makes *Battlechess 4000* the ideal program to wean arcade players from mindless violence to pure, cerebral aggression. I imagine that people simply wanting to learn the game would go for something like *Chessmaster*. They'd be missing a lot of fun, though. Z



THE NORMAL GAME

(Previous page) Here it is in all its glory. You might not recognise it – it's the ninth game in the Short/Timman contest this year. (Above) Blessed relief. Or sop to traditionalists? Note that the 'name' feature can't cope with Nigel Short. Tough luck on Capablanca.

PC ZONE score

Brilliant, funny and with a workmanlike chess sim attached. But for how long will it stay funny?

81

Price: £34.99 **Out:** Now
Published: Electronic Arts
Telephone: 0753 549442

IN PERSPECTIVE

Unfair to compare this with a normal chess game, but it beats the 'novelty' ones hands down.

Battlechess

Battlechess 2

Battlechess 4000

4000

PC ZONE specs

Minimum Memory: 600K base RAM, 1024K EMS
Minimum Processor: Not specified
Minimum Speed: Not specified
Installation: Essential
Minimum Hard Disk: 17Mb
Minimum Graphics: VGA (VGA version) or SVGA (SVGA version)
Sound Cards: Ad-Lib, Sound Blaster, Pro Audio Spectrum and PC Speaker
Controls: Keyboard, Mouse

Dept PCZ02, 10 Tinkler Side, Basildon, Essex
SS14 1LE Tel: 0268-271172 Fax: 0268-271173
Telephone orders: Mon-Fri 9am-7pm and
Sat & Sun 10am-4pm

Premier Mail Order

Please send cheque /PO/Access/Visa No. and expiry date for:

P&P inc on UK orders over £5. Less than £5 and E add £1 per item. Rest of Europe £1.50 Rest of wor £2.00 except Australia, NZ, Japan £3. (E & OE) Next day delivery service avcailable £2.50. The majority of items are available on 3.5" and 5.25' please check when ordering.

3D Construction Kit 2	**32.99**
A-Train	29.99
A320 Airbus (Edition Europa)	30.49
A320 Airbus (USA)	**30.49**
A320 Approach Trainer	30.49
Aces of Pacific HD VGA	25.99
Addams Family	16.99
Advantage Tennis	19.99
Air Bucks	22.99
Air Combat Aces	21.99
Air Commander	23.99
Air Sea Supremacy Compilation	23.99
Alcatraz	19.99
Alone in the Dark	27.99
Amberstar	22.99
American Tale	16.99
Another World	20.99
Archer Macleans Pool	20.99
Armour Geddon	26.99
Ashes of the Empire	29.99
Atac	27.99
ATP	27.99
AV88 Harrier Assault	**26.99**
Award Winners	21.99
B17 flying Fortress	29.99
Bane of Cosmic Forge	24.99
B.A.T. 2	26.99
Battle Isle	23.99
Battle Isle Add on HD	16.99
Battlechess 4000	22.99
Battletoads	17.99
Betrayal at Krondor	27.99
Birds of Prey	26.99
Blade of Destiny	
Board Genius	25.99
Buzz Aldrin into Space	24.99
California Games 2	25.99
Campaign	**23.99**
Caesor	22.99
Car & Driver	**24.99**
Carmen USA Deluxe	27.99
Carrier Strike	26.99
Carriers of War	23.99
Castles	23.99
Castles 2	23.99
Celtic Legends	23.99
Champions of Krynn	21.99
Championship Manager	19.99
Civilisation	26.99
Colossus Compilation	19.99
Combat Classics	22.99
Commanche Maximum Overkill	**27.99**
Contraptions	24.99
Cool Croc Twins	16.99
Cool World	19.99
Covert Action	27.99
Crazy Cars 3	17.99
Creation	37.99
Creepers	19.99
Cruise for a Corpse	20.99
Curse of Enchantia	**22.99**
Cruise for a Corpse	20.99
Darkmere	
Dark Seed VGA	27.99
Dark Queen of Krynn	21.99
Daughter of Serpents	22.99
Dizzy Collection	16.99
Doghight	27.99
Dream Team	17.99
Dune	(See The Greatest)
Dune 2	23.99
Dynablasters	23.99
Elite 2	26.99
Elite Plus	26.99
Epic	22.99
Eye of the Beholder	20.99
Eye of the Beholder II	23.99
Eye of the Storm	22.99
F117A Nighthawk EGA/VGA	26.49
F15 Strike Eagle 3	**27.99**
F16 Falcon 3 (MSDOS V5.0)	**28.99**
F16 Falcon 3 Mission Disk (Op Tiger)	16.99
F16 Combat Pilot	8.99
FA Premier League Football	19.99
Falcon	10.99
Falcon Operation Counterstrike	8.99
Falcon Operation Firefight	8.99
Fantastic Worlds	26.99
First Samurai	20.99
Flight Simulator 4	34.99
Flight Sim 4 – Flight Adventure 701	20.99
Flight Sim 4 – Rescue Adventure 685	20.99
Flight Sim 4 – Aircraft & Adv. Factory	25.99
Flight Sim 4 – Aircrafts & Scenery Designer	24.99
Flight Sim 4 – Flight Planner	20.99
Football Manager 3	20.99
Front Page Sports Football	26.99
Gateway	22.99
Gateway to Savage Frontier	21.99
Goblins 2	22.99
Gods HD	22.99
Graham Taylor	20.99
Great Naval Battles	27.99
Gunship 2000 VGA	26.99
Gunship 2000 (Scenery disk)	17.99
Guy Spy	24.99
Harpoon 1.21	26.99
Harpoon Battleset 3	11.99
Harpoon Battleset 4	11.99
Harpoon Designer	13.99
Harpoon Editor	13.99
Harrier Jump Jet	**27.99**
Head to Head (F15 2 and MIG29)	24.99
Heimdall	21.99
History Line 1914-1918	26.99
Home Alone 2	20.99
Hook	22.99
Humans	19.99
Humans Data Disk	13.99
Incredible Machine	25.99
Indy Fate of Atlantis Act	24.99
Indy Fate of Atlantis Adv	**24.99**
International Rugby Challenge	20.99
International Sports Challenge	22.99
Ishar	18.99
Jetfighter II	32.99
Jimmy Whites	**20.99**
Joe Mac Caveman Ninja	**24.99**
John Madden 2	19.99
KGB	24.99
Kick Off 2	(See soccer stars)
Kings Quest 6	32.99
Knightmare	20.99
Knights of the Sky	27.99
Laser Squad	21.99
Leather Goddess 2	24.99
Legacy	27.99
Legend	22.99
Legend of Kyrandia VGA	**23.99**
Legends of Valour	28.99
Lemmings 2	27.99
Lemmings Double Pack	27.99
Lethal Weapon	19.99
Links	26.99
Links 386 Pro Super VGA	**29.99**
Links Barton Greek VGA	13.99
Links Banff (SVGA)	15.99
Links Bayhill	13.99
Links Bountiful	13.99
Links Firestone	13.99
Links Hyatt	13.99
Links Mauna Kea	**15.99**
Links Pine Hurst	13.99
Links Troon North VGA	13.99
Lure of the Temptress	(See The Greatest)
M1 Tank Platoon	26.99
Macdonalds Land	17.99
Magic Boy	17.99
Mario is Missing	27.99
Mega Lo Mania	22.99
Megatraveller 2	22.99
Mercenaries	20.99
Microprose F1 Grand Prix	**27.99**
Microprose Golf (David Ledbetters)	29.99
Microsoft Golf	32.99
Midwinter 2	29.99
Millenium Return VGA	22.99
Monkey Island	20.99
Monkey Island 2 VGA	**23.99**
Moonstone	19.99
Nigel Mansells Worlds Champ	22.99
Pacific Islands (T Yankee 2)	**23.99**
Patriot	22.99
Perfect General	23.99
PGA Golf + Courses	23.99
PGA Golf + Courses (Windows)	27.99
Powermonger	23.99
Premier Manager	20.99
Ragnarock	24.99
Reach For the Skies	24.99
Red Baron VGA	26.99
Risky Woods	19.99
Robocop 3	19.99
Robosport (Windows)	19.99
Rocketeer	19.99
Roger Rabbit (Hare Raising Havoc)	19.99
Roger Rabbit + Sound Source	35.99
Rome	22.99
Sabre Team	24.99
Secret Weapons of Luftwaffe40	28.99
Shadowlands	22.99
Shadow President	**27.99**
Sherlock Holmes	28.99
Shuttle	(See The Greatest)
Silent Service 2	24.99
Sim Ant	23.99
Sim City Deluxe	22.99
Sim City/Populous	19.99
Sim Earth	26.99
Sim Earth (Windows)	27.99
Sim Farm	
Sim Life	27.99
Simpsons	(See Dream Team)
Soccer Stars Compilation	**16.99**
Space Crusade	19.99
Space Quest V	25.99
Speedball 2	20.99
Sports Masters	22.99
Star Control 2	28.99
Star Trek 25th Anniversay	24.99
Strategy Master	22.99
Streetfighter 2	19.99
Strike Commander	26.99
Strike Commander HD	26.99
Stunt Island	**29.99**
Superfighters	20.99
Task Force 1942	27.99
Tetris	17.99
The Animation Studio (Disney)	59.99
The Greatest	22.99
The Legend of Myra	20.99
The Manager	20.99
Theatre of War	23.99
Their Finest Hour	25.99
Tornado	26.99
Transarcctica	24.99
Trolls	17.99
TV Sports Baseball	21.99
TV Sports Boxing	21.99
Ultima 7	26.99
Ultima Trilogy 2	26.49
Ultima Underworld HD	26.99
Ultima Underworld II	26.99
Ultima VII (The Serpant Isle)	25.99
Utopia	20.99
Veil of Darkness	
Virtual Worlds	29.99
V for Victory	23.99
V for Victory II	23.99
Ween	23.99
When Two Worlds War	
Wing Commander	14.99
Wing Commander 2	26.99
Wing Commander Deluxe	32.99
Wing Commander II Special Ops 1	13.99
Wing Commander II Special Ops 2	13.99
Wizkid	21.99
WWF 1	(See Dream Team)
WWF 2	**20.99**
Xenobots	25.99
X-Wing	27.99
Zool	**21.99**

SPECIAL OFFERS

Teenaaage Mutant Ninja Turtles 2	12.99
Paperboy 2	9.99
4D Sports Boxing	9.99
4D Sports Driving	9.99
Captive	12.99
Megaafortress	

JUNIOR ADVENTURES

A Christmas Carol (8+)	13.99
Robin Hood (8+)	13.99
The Three Bears (5-10 Years)	13.99
The Wizard of Oz (6+)	13.99
Wind in the Willows (6+)	13.99

EDUCATIONAL

ADI English (11-12 years)	17.9
ADI English (12-13 years)	17.9
ADI English (13-14 years)	17.9
ADI French (11-12 years)	17.9
ADI French (12-13 years)	17.9
ADI French (13-14 years)	17.9
ADI Maths (11-12 years)	17.9
ADI Maths (12-13 years)	17.9
ADI Maths (13-14 years)	17.9
Better Maths (12-16 years)	13.9
Better Spelling (8+)	13.9
Biology (12-16 years)	13.9
Chemistry (12-16 years)	13.9
Fun School 2 (-6) or (6-8) or (8+)	8.9
Fun School 3 (-5) or (5-7) or (7+)	16.9
Fun School 4 (-5) or (5-7) or (7+)	16.9
Fun School Merlins Maths	17.9
Fun School Paint & Create	17.9
Fun School Spelling Fair	17.9
Junior Typist	13.9
Magic Maths (4-8 years)	13.9
Maths Mania (8-12 years)	13.9
Merlins Maths (5-13)	17.9
Mickey's 123's (2-5)	16.9
Mickey's ABC's (2-5)	16.9
Mickey's Jigsaw Puzzles (5+)	16.9
Mickey's Colours & Shapes (2-5)	16.9
Mickey's Memory Challenge (5+)	16.9
Noddys Playtime (3-7 years)	16.9
Physics (12-16 years)	13.9
Playroom (3-8)	17.9
Playschool (3-8 years)	13.9

JOYSTICKS & ACCESSORIE

Quickjoy M5 SV201	15.9
Quickjoy M6 SV202	11.9
Quickjoy Topstar SV227	19.9
The Sound Source	22.9

3.5" BLANK DISKS

	TDK/VERBATIM (BOXED IN TENS)		PRECISION (BOXED IN TENS)		UNBRANDE (BOXED IN TE	
	LOW	HIGH	LOW	HIGH	LOW	HIG
10	7.99	9.99	6.49	7.99	5.99	6.9
20	14.50	19.50	11.99	15.50	10.99	13.9
50	35.00	47.50	26.00	37.50	23.99	32.9
100	65.00	95.00	49.99	72.99	44.99	62.9
200	185.00	190.00	94.99	141.99	83.99	121.9
500	300.00	470.00	219.99	350.00	199.99	287.9
1000	580.00	930.00	419.99	680.00	369.99	550.0

SHAREWARE GAMES SETS

BUY ONE SET FOR £12, TWO SETS FOR £22, THREE OR MORE SETS FOR ONLY £10 EACH

ALL SETS NOW ON HIGH DENSITY DISKS!!

From the numerous shareware and public domain games and leisure programs available we have selected and tested the finest and compressed them into four new collections that are updated regularly. Each set now comes on 6 High density (1.44MB) 3.5 inch disks. If you want 3.5 inch 720K disks (12 disks) then please add a supplement of £4.00 a set. These sets are not available on 5.25 inch disks.

GAMES COMPENDIUM 1 (150 Of The Best PC Games)

Titles include: Dark Ages, Commander Keen, EGA Bomb, Capt Comic, Joust, Kung Fu Louis, Pharaohs Tomb, Battleship,EGA Poker, Global Warfare, Gravwars, Droids, VGA Pinball, 3D Tetris, Seahunt, Snarf, Bananoid, Eatit, Breakout, Bloxter, 3D Chess, VGA Roulette, VGA Miner, EGA Solitaire, Apples & Oranges, Aldo, Robomaze 2, Caddieshack..... dozens more adventure, arcade, board, card, word and strategy games. Complete with an easy to use, menu-driven, install program and full instructions. Over 20Mb of mostly EGA/VGA games when unarchived!!

GAMES COMPENDIUM 2 (Another 150 Quality Games)

Titles include Wizards Lair, Hurkle, Kursk, 3D Startrek, Condo, Bass Tour, Tron,Golden Wombat, Monuments of Mars, PC Railroad, Sorry, Frigate, Antix, EGA Casino Games, Dungeons of Doom, Shooting Gallery, Viking, Ninja, PC Pool, VGA Mahjong, Commander Keen 4, Secret Agent, Aldo 2, Hugo 2, Moraff's Stones, Galactix, Boloball, Cosmos Cosmic Adventure...and many, many more!!'

GAMES COMPENDIUM 3 (Yet Another 150 Great Games)

Arctic Adventure, Duke Nukem, Aliens Laughed, Moraff's World/Entrap/Superblast, Kroz II, Dracula, Groundwar, Baseball, Picture Puzzle, Jumpman Lives, Aldo 3, Hugo 3, Marble Man, ZZT, Sherlock, Mario VGA, Scud Attack, Battle for Atlantis, Kiloblaster, Last Half of Darkness, Commander Keen 6, lots of joke programs ..and more!! There is no duplication between these packs.

WINDOWS GAMES PACK (Over 160 Games Programs)

Titles include Atmoids, Backgammon, Chaos, Checkers, Fractal Paint, Fireworks, Islands, Klotz, Lunar Lander, Magic, Mines, Chomp, Pool, Screenpeace, Spacewalls, Sage, Space War, Tile Puzzle, Pipe Dreams, Taipei, Winfract, Winchess, Winjack, Winpoker, Attaxx, Jewel Thief, Football, Kye, MacBlast, Snakes, Warhead...and many, many more. For Windows 3/3.1.

Please send me the shareware sets ticked below. Add £1 P&P per order.

❑ I enclose a cheque/PO I want ❑ HD Disks ❑ 720K Disks

❑ Please debit my Access/Visa/Eurocard-attach details & signature.

❑ Games 1 ❑ Games 2 ❑ Games 3 ❑ Windows Games Pack

NAME:

ADDRESS:

PCF

SHAREWARE CONNECTIONS.Tel: (041) 7751937
49 BOGHEAD ROAD. KIRKINTILLOCH. GLASGOW G66 4ED

TARGET MICROS SOUNDCARDS

ORCHID

Orchid Soundproducer.....£59.95

Orchid Soundproducer Pro....£139.95

Soundblaster V2£76.00

Soundblaster Pro£115.00

COMPUTER SYSTEMS

386DX - 40MHZ, SVGA Colour Monitor
60MB Hard Disk, 3.5" FDD.....£690

★ FREE WINDOWS PACKAGE WITH COMPUTER SYSTEM! ★

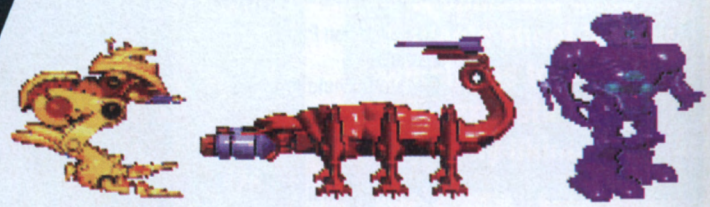
Many other systems available!!
Call for price NOW

Screenbeat Speaker System...£19.00
Analogue Extra Joystick£25.50

ALL PRICES EXCLUDE VAT + DELIVERY.

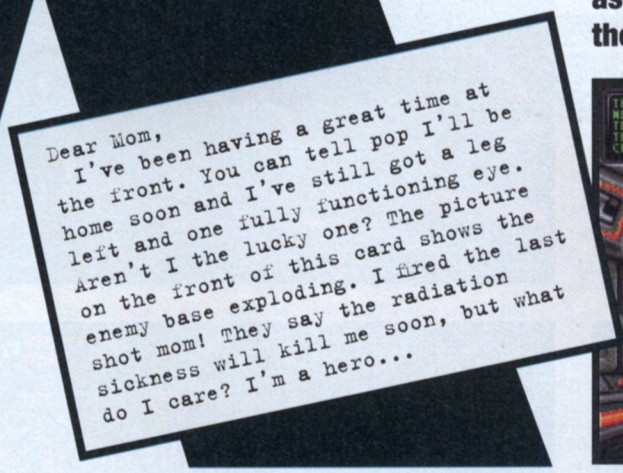
Sales HOTLINE
0634-293109

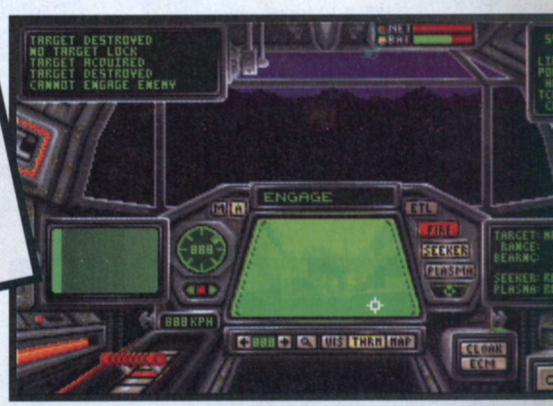
Evenings and weekends 0634-372437



XENOBOTS

Can a bunch of tin cans really take over Earth? More to the point, can another bunch of tin cans save it? "Vorsprung durch technik" as Laurence Scotford says in the near future.





WHAT IS IT with these alien races? Just as you're settling down for a quiet weekend in the country, they have to come along and invade your home planet. One wouldn't mind if they played fair, but massive, heavily armed and armoured robots, fighting against flesh and blood with only bows and arrows is hardly cricket is it? When these alien elements come along and ruin the neighbourhood, quite frankly the only thing to do is dust off your old nuclear warheads and give the hulking brutes a jolly good hiding. Of course it makes a bit of a mess of the surrounding countryside, but what are a few hedgerows between friends? Or a few towns and villages for that matter.

Trouble is, these foreign types don't give up easily, and we don't want to keep messing up our own back yard just to keep the blighters away do we? Oh dearie me no. But just suppose we managed to get hold of some of these new-fangled robo-thingies and take them down to Dave's Used Autos and Repair Shop (nice chap, fixed me up with a couple of cut-price rollers), and get his lovely lads to tinker about a bit so that we can get some of our chaps inside 'em. Then we'd be able to give those filthy spaceites a thrashing eh?

The briefing

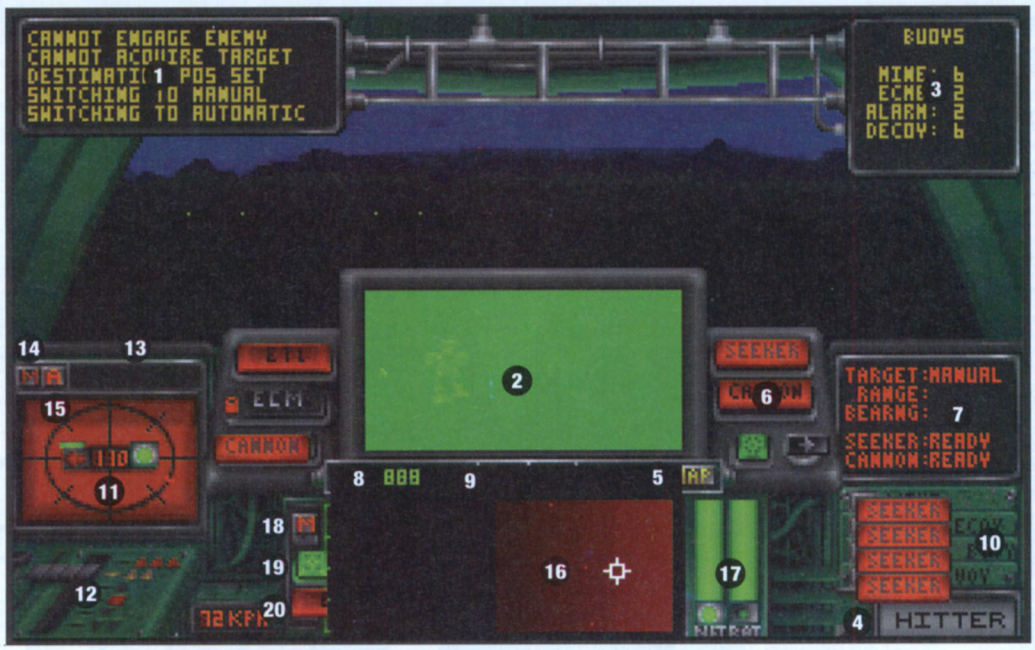
Okay chaps, listen up. We've got ourselves a bit of a live situation here. Spacey's come back and he's jolly well asking for it. We've got these retro-fitted robo-thingies, which are an equal match for the alien equipment, so I expect to see them all out before tea. We've a number of missions all over the world, and our objective is to take the alien scum and show him the back door. This is done by seeing off all the blighters in the vicinity and then giving their base a jolly good going over.

You've got three types of robot to work with. Figure one in your briefing manual shows the Scout. He's a fast little nipper, but not very well defended or armed, so look after him. He should be used for advance missions beyond enemy lines to lay alarm buoys and mines and gen up on the enemy's position and situation. Figure two in your briefing manual shows where you'll find the controls in this damnable foreign junk.

Figure One. The Scout



Figure Two. The Scout Control Console

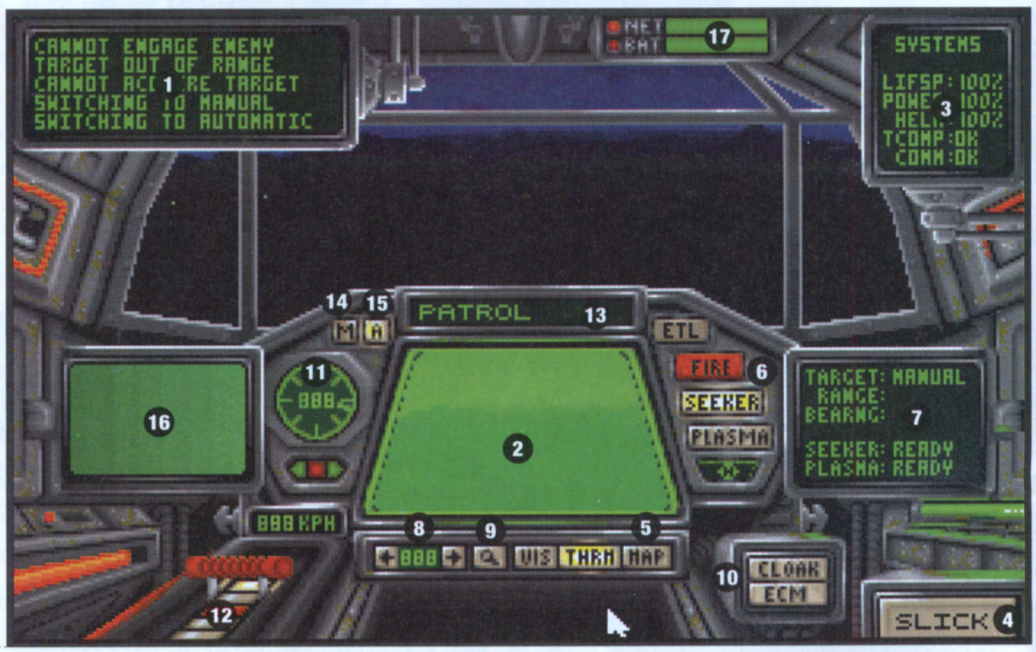


1. CRT
2. PDS
3. Sensor Readings
4. Unit Codename
5. Map Functions
6. Weapons Panel
7. Weapons Status
8. Camera Controls
9. Magnification
10. Defensive Weapons
11. Navigation Panel
12. Helm
13. Current Auto Program
14. Manual Operation
15. Automatic Operation
16. Radar
17. Power Panel
18. High Profile
19. Standard Profile
20. Low Profile

Figure Three. Humanoid



Figure Four. Humanoid Control Console



1. CRT
2. PDS
3. Sensor Readings
4. Unit Codename
5. Map Functions
6. Weapons Panel
7. Weapons Status
8. Camera Controls
9. Magnification
10. Defensive Weapons
11. Navigation Panel
12. Helm
13. Current Auto Program
14. Manual Operation
15. Automatic Operation
16. Radar
17. Power Panel

Figure Five. Scorpion

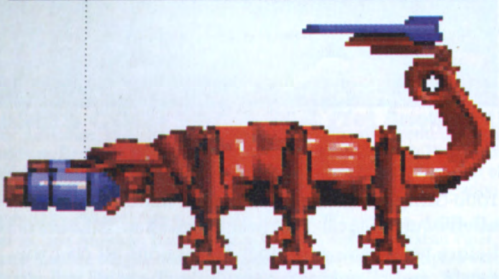


Figure Six. Scorpion Control Console



1. CRT
2. PDS
3. Sensor Readings
4. Unit Codename
5. Map Functions
6. Weapons Panel
7. Weapons Status
8. Camera Controls
9. Magnification
10. Defensive Weapons
11. Navigation Panel
12. Helm
13. Current Auto Program
14. Manual Operation
15. Automatic Operation
16. Radar
17. Power Panel
18. Cargo Panel
19. Weight/Volume Gauges

Figure Seven. A 'Bot approaches a net relay



Figure Eight. The Situation Room Console



1. Main Situation Screen
2. Map Functions
3. Roster
4. Roster Entries
5. Scroll Buttons
6. Command Selected Unit
7. Date/Time
8. Base Inventory Display
9. Outfit Unit
10. Recall Unit
11. Exit The Situation Room
12. Power Panel
13. Unit Status Display
14. Display Functions

Your main fighting machine is the Humanoid. He's shown in figure three. He's slower, but damn tough and he packs some punch. You'll use him to do most of the fighting at close quarters and to make heavy assaults on the enemy base. Figure four shows the control panel in your retro-fitted models, so make sure you understand every element of it.

Finally we come to the Scorpion (Figure five). Let me assure you that this creature really does have a sting in its tail: a homing missile that will destroy every spaceite within a half-kilometre radius of the impact point. Naturally this may result in some friendly losses during the heat of the battle, but remember it's your duty and privilege to die for your planet. The scorpion's control panel, shown in figure six, includes specialised cargo handling equipment. These units are vital for the maintenance and construction of our power and communications net, so I expect them to be fully defended. I don't want to see these units being lost because of foolhardy heroics.

I want everyone here to become fully conversant with the use and capabilities of the net. It consists of a series of relays which are placed in patterns radiating outwards from the base. These relays are used for beaming power to the 'bots and carrying messages back and forth between them and the base. Figure seven shows a 'bot approaching a relay. It's vital that we maintain the net and extend it toward the alien base as far as we can. Once you get beyond the net, you're on your own. That far out you'll be operating off battery power, so it's imperative that you get in, do the business and get back out as quickly as you can. I warn you now that I won't risk men and machinery to rescue any silly bugger that gets caught with his pants down.

I want you all to remember that I'll be behind you every step of the way. I'll be able to get in touch with you all from my command post in the situation room. Turn to figure eight in your manual and you'll see the situation room laid out, with all the vital equipment labelled for easy identification. From here I can monitor the status of each 'bot and manage the battle using the tactical map. I'll also be handling your repairs and refits and our power resources. Believe me, I'd really like to be out there in the field with you chaps, but I'm far too valuable to this mission, so I can't be allowed into the combat zone. It really breaks my heart, but life's tough like that.

It only remains for me to say "Tally ho" and "Good Luck". Now go out there and do it to them before they do it to you... I mean us!

A brigadier reminisces

Well, we really gave 'em what for. These nasty foreign types with their strange ways and customs come over here and expect us to play the game by their rules, but we always teach 'em a thing or two. Mind you, I lost some good lads in that conflict. Of course I was right out there in the thick of the battle, taking the heat with the rest of them. This award here you see, is for courage in the face of adversity. Well, yes, now that you mention it, I did spend most of the war inside a reinforced geodesic dome, but that base had some close calls – it even got hit by a stray shell at one stage, and I completely ruined a perfectly good pair of khaki trousers. Now then, I suppose you'll be wanting to know what it was really like out there. Very well, mine will be a large scotch, hold the water.

> "...this war was, visually speaking, quite splendid."

It has to be said that this war was, visually speaking, quite splendid. The landscape was a bit bleak and looked the same everywhere. That's down to our earlier nuclear strikes of course, but I did end up wishing that, at the very least, the colour would change a bit. Having said that our shiny new 'bots looked tremendous. I'm told by our technical chappies that the images of them we saw on our monitors were derived from ray-traced images, and very nice they look too.

If I felt so inclined, I could actually operate any of the machines in the field directly and control them manually, but my best bet was always to take an overall strategic view and do my thinking from the operations room where I could keep an eye on everything – unless my direct control was vital. Early on in the war, this was quite challenging as I learned to use the auto programs that drive each 'bot, but even though I was assigned to more difficult battles as I gained experience, I found that I quickly tired of the whole campaign.

I know all you young hopefuls are champing at the bit to get out there, and I can recommend the experience, but to be honest you may find yourself opting for early retirement. All the best to you anyway. Tally Ho!

PC ZONE score

A spanking good strategic shoot 'em-up which has too short a life expectancy for my liking.

75

Price: £39.99 **Out:** Now
Published: Electronic Arts
Telephone: 0753 549442

PC ZONE specs

Minimum Memory: 640K
Minimum Processor: 386
Minimum Speed: 16MHz
Installation: Essential
Minimum Hard Disk: 3Mb
Minimum Graphics: VGA
Sound Cards: Sound Blaster, Ad-Lib, Roland MT32
Controls: Keyboard, Mouse
Comments: None

IN PERSPECTIVE

Mechwarrior **is a more detailed game along the same lines, while the ageing** ***Stellar 7*** **will appeal more to fans of fast action.**

Mechwarrior

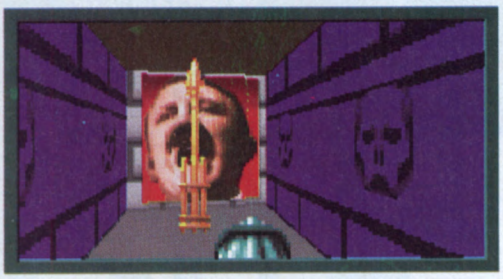
Stellar 7

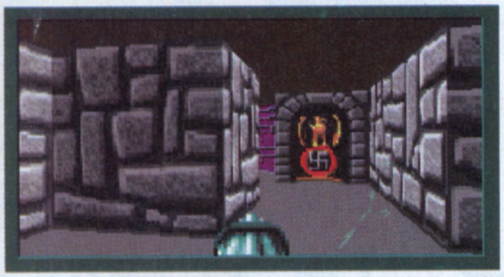
Xenobots

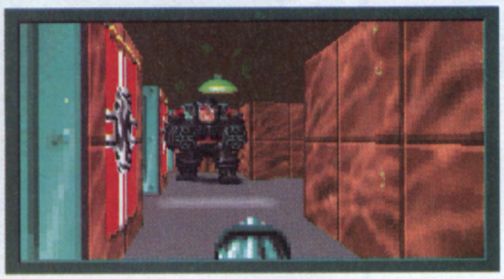
REVIEW Spear Of Destiny

Granta can devote an entire issue to hammering the Germans, why not us? Mark Burgess makes a bid for a job on *The Sun*.









(Top) The spear! Goal of your endeavours. When you touch it, the whole level changes. Ghosts attack you and the Angel of Death appears. (Middle) Hidden passage to a purple maze. Not only are they psychopaths they're tasteless. (Above) The Death Knight, guardian of level 18. (Below) Über Mutant



CRAZED VEGETARIAN Adolf Hitler has stolen a sacred relic: the spear used by Longinius to pierce the side of Christ. Why? A student of the occult, Hitler believes the spear has magic powers. No weirder than the other stuff he believes in, I guess.

Your mission is to retrieve the spear and give it back to the Vatican or whatever. To do this you must blunder around maze-like corridors killing every sentient being you find. Sounds like *Wolfenstein*? You bet.

You are William 'BJ' Blazkowicz, maverick adrenaline addict. Honest bullets, not holy spears are your thing. The game starts in the sewer tunnels of the castle (what is it with adventure games and sewers?).

If you've played *Wolfenstein* you'll know what to do. If you haven't, don't worry. It's not complicated. All you have to do is stay alive and kill everything that moves. The programmers, iD, are the same and so are the tactics. Remember there are three sorts of guard: deaf, smart and moving. The deaf guards are the ones you rush up to and stab in the back (gunshots alert the smart guards). Smart guards track the noise of gunfire and of you and moving guards you just blunder into.

"Spear of Destiny is Son of Wolfenstein."

The brown guards – the stormtroopers – are more numerous and the easiest to kill, apart from the dogs. The blue SS men and the white-clad officers are harder. Worse are the mutants, which are like goose-stepping Boris Karloffs and – worst of all – strange nasties who will be armed like a small nation state are as easy to kill as the Graf Spee.

Your own armament is a knife and a luger with eight bullets. You will find weapons in secret rooms but you will probably get your first machine gun by killing its SS owner. For those difficult encounters with mutants you need a chaingun, a kind of hand held Gatling gun that eats ammunition and clears whole rooms of life.

Food, treasure, keys, ammunition and one-ups (balloons that give you an extra life) will be scattered about the place – often in secret passages or rooms. You can only find these by pushing against the wall and seeing if it gives way. Which, of course, makes you feel a right prat – especially if someone backshoots you while you're doing it.

There are few hints to these secret places; generally try everywhere. Pay close attention to walls with signs (like 'Verbotten' on level four or 'Achtung' on level six). Rooms that are empty and corridors that ominously end in a blank wall should arouse suspicion.

When you blunder into a secret room full of first-aid kits or guns, get worried. It means you are about to meet a heavily armed psychopath with a tenacious grip on life.

Trans Grösse is a chaingun toting maniac who makes his appearance on level four. Barnacle Wilhelm has a chaingun and a missile launcher and tries to splat you on level ten. The ÜberMutant is the creation of Dr. Schnabbs, the syringe chucking maniac from *Wolfenstein*. He has a chaingun built into his chest and cleavers at the end of his arms – like Edward Scissorhands with an attitude. He ambushes you outside the locked doors on level 16. Guardian of the Spear is the Death Knight. Two chainguns and two missile launchers... we are talking hardware here.

The tactics for dealing with these madmen can be summed up in two words – run away. Empty all the ammo you can into them and run away to reload and heal yourself. You can survive a chaingun for only a couple of seconds and you won't survive a missile attack at all. Dodge. Think of the bonus you'll get when he expires in a fountain of gore.

SPEAR OF

IN PERSPECTIVE

Alone In The Dark

Eye Of The Beholder

Legends Of Valour

Spear Of Destiny

The Stygian Abyss

Ultima Underworld II

Spear of Destiny is Son of *Wolfenstein*. The differences are mainly to do with the way it's being sold. *Spear* isn't shareware like *Wolfenstein* but a commercial program. The two level sample you may have seen is a demo, not the unregistered version. And don't mention it to Apogee; this has nothing to do with them. There are eighteen official floors to *Spear* and some secret levels.

I loved *Wolfenstein* and I like this. But I have a higher duty to the reader, to the truth and to my haggard white-haired confessor. iD programmers have moved from the world of shareware. They are in the long grass where the big dogs go and I think they're lost. One or two years ago this game would have an impact like... like... well, like *Wolfenstein*. But now we have games like *Ultima Underworld II* which makes *Spear of Destiny* look dated.

This isn't a 3D virtual reality game like *Ultima Underworld II*. There is no interaction with the other characters apart from shooting them. Indeed, a shoot 'em-up is what *Spear of Destiny* is. Think of it as 3D *Pacman* from inside the maze and you've got it about right.



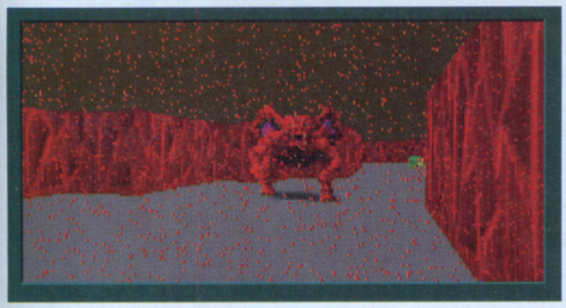


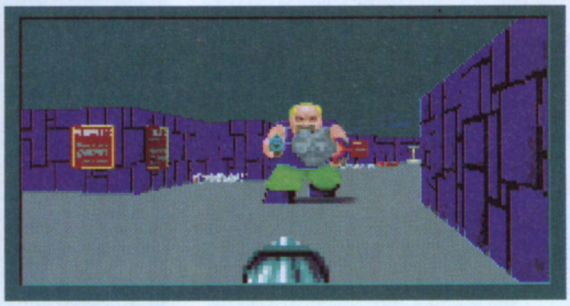
(Left) Where you are, how much more you can take and what you can dish out. (Middle left) The final baddie – the Angel of Death on level 18. (Middle right) Barnacle Wilhelm on level 10. (Bottom) Losing lots of claret on level 16.



THE STATUS BAR...

... shows the floor, score, number of lives left, health, ammo, any keys you have and the weapon you're using.





DESTINY





PC ZONE specs

Minimum Memory: 640K
Minimum Processor: 286
Minimum Speed: 20MHz
Installation: Essential
Minimum Hard Disk: 4Mb
Minimum Graphics: VGA
Sound Cards: Sound Blaster, Ad-Lib, Disney Sound Scource
Controls: Keyboard, Mouse, Joystick, Gravis Gamepad

PC ZONE score

Out classed, out of time and overpriced.

60

Price: £39.99 **Out:** Now
Published: Psygnosis
Telephone: 051 709 5755

Bargain.Bin



What sort of self-respecting hero is called Darel?

Crystals of Arborea

AS FAR AS SCENARIOS are concerned, fantasy role-playing games are all pretty much of a muchness. You can bet your bottom dollar (sorry, pound) that whatever trouble is at hand is down to some disgruntled god or warlord, or warlock, who has stolen a vital artefact or enchanted the land or some other unspeakably evil act, and as chance would have it, there are only five or six heroes remaining in the entire world who have the necessary skills to put everything to rights. *Crystals of Arborea* is no exception to this rule.



Where fantasy RPGs do vary greatly is in the approach they take to the player's viewpoint, movement, combat systems, and magic. It is on the implementation of all these factors that the game will ultimately stand or fall. Unfortunately, *Crystals of Arborea* is not merely a faller at the first fence, it doesn't even get out of the paddock before it's flat on its proverbial face. The designers of this game have made a very brave attempt to create a workable wilderness game, but an outdoor scenario brings with it many problems, none of which have been adequately solved. For example, it becomes very difficult to keep track of exactly where you've explored, and what areas remain uncharted, so the game quickly becomes frustrating. When you add a naff combat system, and an underdeveloped magic system, you end up with a game which isn't even going to attract the most ardent RPG players.

A badly designed RPG with only its price to recommend it.

SCORE 47

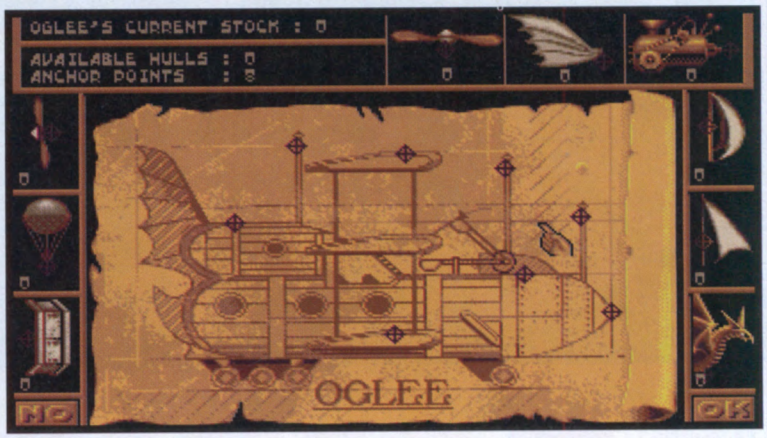
Specs

Minimum Memory: 640K **Minimum Processor:** 8088
Minimum Speed: 12 MHz **Installation:** No
Minimum Hard Disk Space: N/A **Minimum Graphics:** CGA
Sound Cards Supported: Ad-Lib, Sound Blaster
Controls: Keyboard, Mouse, Joystick.

Price: £10.99 **Out:** Now **Publisher:** Simarils **Telephone:** Daze Marketing 0742 753423



Your activities in *Storm Master* range from wizardry...



... to aircraft manufacture.

Storm Master

THIS IS EASILY the best of the bunch of Simarils re-releases. It's a broad strategy game set in a fantasy world in which the winds are central to the economy, culture and technology (and we'll have no schoolboy humour at this juncture thank you very much). You are the ruler of the land of Eoliä, which is constantly at war with the nearby land of Sharkaania. Your ultimate objective is to bring about the downfall of Sharkaania by looting and destroying seven enemy cities.

Achieving your aims is complicated by the fact that you can't afford to concentrate your resources entirely on warfare. You must also turn your hand to various domestic affairs, each of which is controlled by one of your councillors. Eventually, you will have enough money to design and build airships and fly them against the opposition. At this stage the game turns into a 3D shoot 'em-up.

Storm Master is a well designed juggling act of several good sub-games, and there is enough variety here to keep strategy fans happy for quite some time. A good buy for this money.

An attractively presented and absorbing strategy game.

SCORE 70

Specs

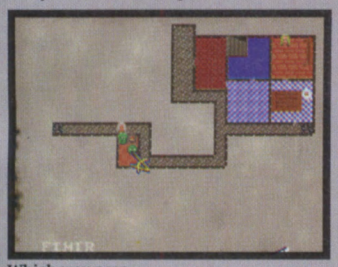
Minimum Memory: 640K **Minimum Processor:** 8088
Minimum Speed: 12 MHz **Installation:** No
Minimum Hard Disk Space: N/A **Minimum Graphics:** CGA
Sound Cards Supported: Ad-Lib, Sound Blaster
Controls: Keyboard, Mouse, Joystick.

Price: £12.99 **Out:** Now **Publisher:** Simarils **Telephone:** Daze Marketing 0742 753423

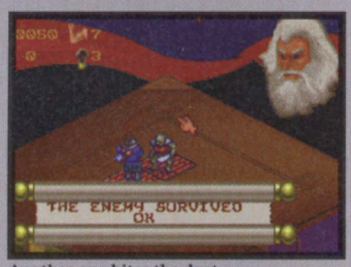
Welcome to the column for the penniless, the destitute, and the downright mean. Here, Laurence Scotford takes a long, hard look at the games that are going for a song (or a few quid if you haven't got a good voice), and lets you know if they're worth sacrificing your beer money for.



Party on down in *Heroquest*.



Which way now.



Another one bites the dust.

Heroquest

THERE ARE MANY advantages to converting a board game to computer format. You can add pretty animated graphics and sound, the computer can function as an opponent if you've got nobody else to play with, and there are no pieces to lose. Gremlin has taken Games Workshop's classic board game and they've added all these things. The conversion is close to perfect. Unfortunately, it's too perfect. Because Gremlin has stuck to the board game so religiously, what you have here is a very pretty and very competent version that is totally lacking in atmosphere.

The board game is a sort of greatly simplified version of popular fantasy role-playing games, only it uses cardboard layouts and plastic figures. There are four character types: Barbarian, Wizard, Elf and Dwarf, each of which has special attributes. They must play a series of increasingly difficult quests in which the modus operandi is generally explore, find treasure, kill monsters, and complete a special task such as rescuing a prisoner. As a board game it hangs together fairly well, but as a computer game it's a completely wasted opportunity to go beyond the original concept. By way of recompense, this version does at least come with the expansion kit, *Return of the Witchlord*, and at this price you really can't complain.

A good, but uninspired conversion of the classic board game.

SCORE 66

Specs

Minimum Memory: 640K
Minimum Processor: 8088
Minimum Speed: 8 MHz **Installation:** Optional
Minimum Hard Disk Space: 1Mb **Minimum Graphics:** EGA
Sound Cards Supported: Ad-Lib, Roland
Controls: Keyboard, Mouse, Joystick.

Price: £11.99 **Out:** Now **Publisher:** Gremlin **Telephone:** 0742 753423

Getting snap happy in Metal Mutants



Metal Mutants

TRANSFORMING ROBOTS are a bit passé these days, but they were hot news when this game first took to the streets. The hero of this scrolling shoot 'em-up/beat 'em-up/chew 'em-up is one such beast, and it comes in three forms. If you haven't already guessed, these three forms each deal out different punishments to the creatures they encounter. One beats, one shoots, and one chews (or breathes fire if he's feeling really pissed off).

Your objective is to trundle, walk or stomp through a selection of nightmarish environments populated by a selection of nightmarish creatures and basically bump them off in the most efficient fashion you can. What this really boils down to is working out which of your three robot types is best suited to the job of dispatching each type of enemy creature. Before you get too excited I ought to warn you that it sounds a lot more scintillating than it actually is. In fact the only thing that scintillates in this game is the gleaming bodywork of the robots. The rest, I'm sorry to say, is as dull as ditchwater.

Impress your friends – This disk makes an unusual coaster that will brighten up any coffee table.

SCORE 45

Specs

Minimum Memory: 640K
Minimum Processor: 8088
Minimum Speed: 12 MHz **Installation:** Optional
Minimum Hard Disk Space: 1Mb **Minimum Graphics:** CGA
Sound Cards Supported: Ad-Lib, Sound Blaster
Controls: Keyboard, Joystick.

Price: £10.99 **Out:** Now **Publisher:** Simarils **Telephone:** Daze Marketing 0742 753423

Blade Warrior

AT THE HEART OF this game is a very clever graphical idea. Instead of having the normal brightly coloured sprites for this sideways scrolling hack 'em-up, the designer, Jason Kingsley, rendered all of the scenery and the main characters as silhouettes. The result looks very striking indeed, even though it's all rendered in just 16 colours. So far so good, unfortunately Mr Kingsley neglected to include any gameplay, so once you've spent five seconds admiring the graphics there's nothing left to do but put it back in the box and play something else instead. If you do decide to persevere (and I really admire you for your patience), you'll find a lacklustre game involving a lot of poorly designed combat and some trading with wizards, followed by yet more poorly designed combat.

Over exposure for *Blade Warrior*.



SCORE 40

Specs

Minimum Memory: 640K
Minimum Processor: 8088
Minimum Speed: 4 MHz **Installation:** Optional
Minimum Hard Disk Space: 1Mb **Minimum Graphics:** CGA
Sound Cards Supported: PC speaker only
Controls: Keyboard, Joystick.

Price: £7.99 **Out:** Now **Publisher:** Zeppelin **Telephone:** 091 3857755

WIN!

A Flight For Two In A Hot Air Balloon

Plus A Canon Megazoom 76





Judy Garland did it in Oz. Richard Branson does it over the Atlantic. And of course Lemmings do it all the time. Now you too can experience the thrills of hot air ballooning.

High Flyers

PSYGNOSIS HAVE released the hot sequel to their high flying classic *Lemmings*, the imaginatively titled *Lemmings 2*. The game has a basketful of new characters including a ballooning Lemming who gets to those high up places that other Lemmings can't reach.

To celebrate the launch of *Lemmings 2* and unable to resist a tenuous link when they see one, Psygnosis and *PC Zone* have got together to release a pretty smart competition.

Winner Takes All

The winner and a friend (or a complete stranger they bumped into in the Dog And Duck the night before) will get the chance to go on an Adventure Balloons flight. Before the flight you'll get the chance to assist in the inflation of the balloon then it's up, up and away for an hour's flight over the countryside.

And since memories are made of pictures the winner will also be getting a rather fabulous Cannon Megazoom Camera on which to capture all the fun.

And what do you need to win these fab prizes? Simply answer the three questions below, fill in the form and send it to:

Balloon With A View, *PC Zone*, 19 Bolsover Street, London W1P 7HJ.



1 Which of the following characters does not appear in the original Lemmings?

a) Blocker Lemming
b) Smoker Lemming
c) Basher Lemming

2 What was the name of Nina's annoyingly hummable hit?

a) 99 Red Balloons
b) 99 Blue Lemmings
c) 99 Number Ones

3 Which band does Lemmy play for? *(Tenuous. Ed)*

a) Earth Wind And Fire
b) Motorhead
c) The Nolans

BALLOON WITH A VIEW COMPETITION

Answers: 1 ☐ 2 ☐ 3 ☐

NAME

ADDRESS

.....

.....

POSTCODE **TEL:**

Rules

* High flying employees of Dennis Publishing or Psygnosis will be very quickly deflated if caught entering.
* Entries received after 30 April will be ignored, even if sent by Airmail.
* The Ed's decision is final, even if he is full of hot air.

Treat your PC to a new keyboard.
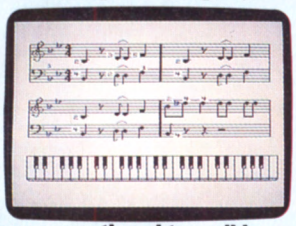


THE MIRACLE. It's the new keyboard system that connects to your PC in minutes. Opening up a whole new range of applications... and learning opportunities.

INTERACTIVE SOFTWARE INCLUDED. The Miracle takes you from complete novice to accomplished player at your own pace.



Learning goes from basic through to advanced. The full course takes over a year.

It's the perfect teacher, analysing every note you play, giving personalised lessons and training.



Within weeks you'll be reading music... and playing better than you ever thought possible.

8 TRACK RECORDING STUDIO. Compile, overlay and save your own creations. With 128 digital sounds, percussion and synthesising, you could even record backing tracks for your own presentations.

STAND ALONE USE. The Miracle keyboard has its own power supply and stereo speakers, so it can be used with your PC or independently.



Record, overlay and mix your own creations in The Miracle's unique 8 track studio.

BUY ONE. The whole Miracle package - hardware, software, ready to go - costs just £299. To get more information, get in touch.

Now available at selected Tandy stores, Argos Superstores, selected E & S retail stores and all Accredited Miracle Dealers.



THE MIRACLE
PIANO TEACHING SYSTEM

"Play the piano in 3 weeks? That would take a Miracle."

PROFESSIONAL KEYBOARD
49 full size keys.
Velocity sensitive.
128 digital sounds.
MIDI interface.
Stereo speakers.
16 notes at once.

SOFTWARE
250 lessons.
Practice room.
Orchestra, Jazz and Rock & Roll backing.
8 track studio.
Arcade style lessons.
Advanced lessons.
Personal tuition.
Full manuals.

ACCESSORIES INCLUDED
Cables.
Earphones.
Footpedal.
Manuals.

COMPLETE MIRACLE SYSTEM is ready to install in under 5 minutes and costs

ONLY £299 inc VAT

MINDSCAPE

Mindscape International Ltd, Priority House, Charles Avenue, Burgess Hill, West Sussex, RH15 9PQ Tel: 0444 872234 Fax: 0444 248996

"THE MIRACLE PIANO TEACHING SYSTEM IS TERRIFIC." COMPUTER SHOPPER
"INGENIOUS AND HIGHLY STRUCTURED." PC REVIEW

CUT OUT THIS COUPON AND POST IT IN AN ENVELOPE TO: FREEPOST, MINDSCAPE INTERNATIONAL LTD, PRIORITY HOUSE, CHARLES AVENUE, BURGESS HILL, WEST SUSSEX, RH15 9BR

YES, TELL ME MORE ABOUT THE MIRACLE.

NAME
ADDRESS
POSTCODE
TELEPHONE

PZ05

PC ZONE CLASSIC

Buzz Aldrin's Race into Space

USSR  USA 

Mark Burgess swaps the hard stuff for the right stuff in a bid to get himself into orbit

'BUZZ ALDRIN'S RACE INTO SPACE', says the manual, puts you 'in command of your country's space programme'. Great, I thought, time to dust off Blue Streak and tell the chaps at Woomera to look busy. But no; the manual assumes you are an American. You are in charge of one of the silliest episodes of catch-as-catch-can ever played by the world's superpowers.

It is a strategy game that enables you to play the part of either the US or the USSR (as was).

At the Preferences screen you can choose which side to play, the level of difficulty, astronauts and whether you play the computer or a fellow human. A large icon at the bottom lets you play a historical or a custom game. Other icons take care of the usual sound/music on/off.

After Preferences click on the seal of office and a news reader appears and tells you what's going on. Americans have Carter Walcrite (geddit?) but Russians have the glamorous, Californian-looking, Svetlana Izvestia.

Now you can get on with playing the game. It starts in Spring 1957 and you have twenty years in which to land astronauts on the moon and get them back in one piece.

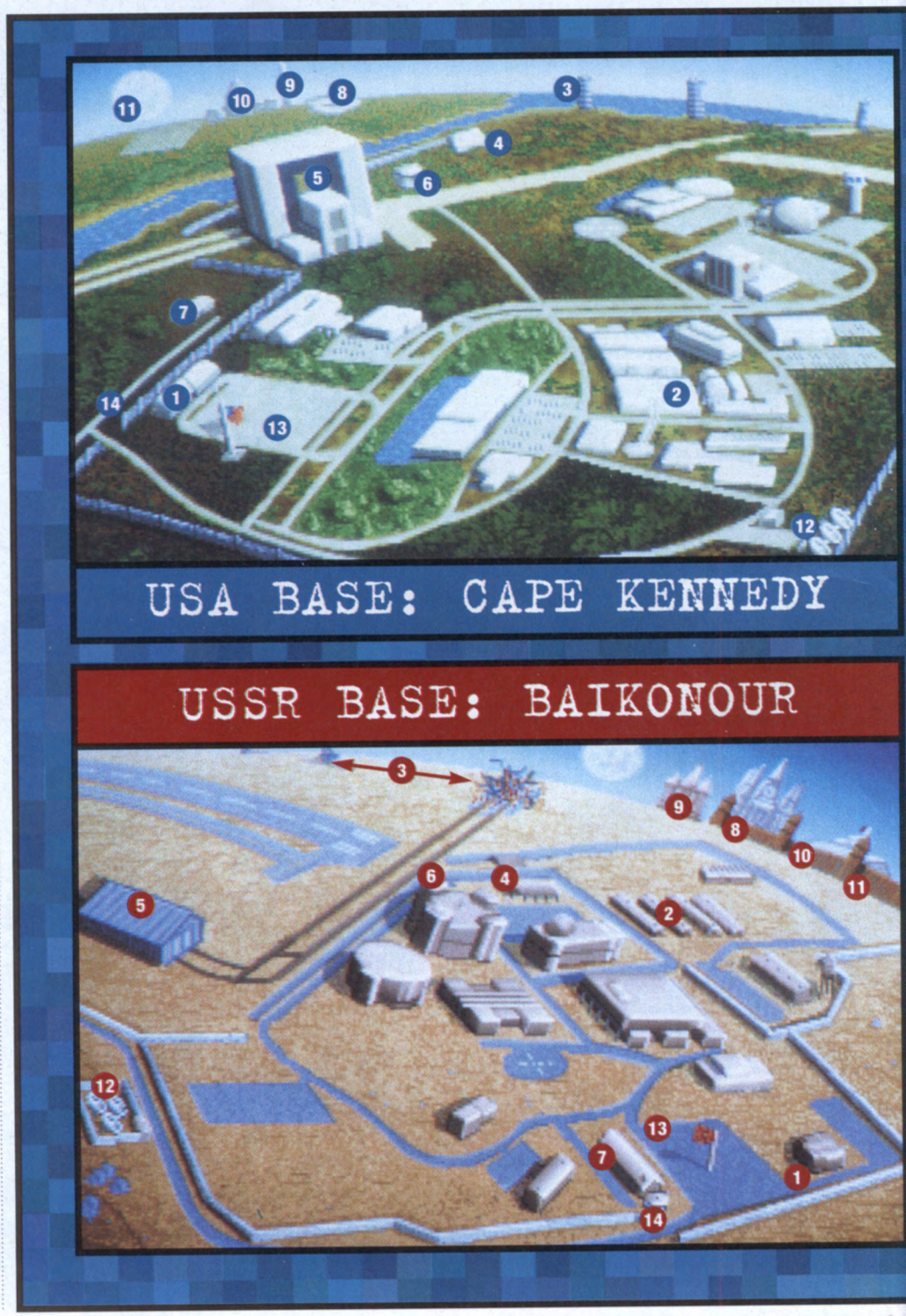
You're shown a picture of your spaceport. This starts off looking like a small industrial estate, but as the game progresses and the admin. spend money on filing cabinets and colour co-ordinated 'phones it begins to look like Milton Keynes. Click on the buildings to enter them and get the whole thing moving.

The panel on the right shows what you start off with (Soviet equivalent in red, in brackets)...

Tactics

You must get an early lead and keep it. This will panic your opponent into taking risks and launching things before they're ready (a bit like software houses). All his rockets will blow up and he will be shot. Great. How to do it?

Break down your task into a series of short term ☞



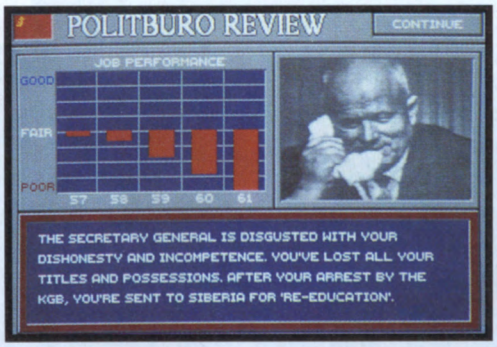
Buzz Aldrin's Race Into Space

REVIEW

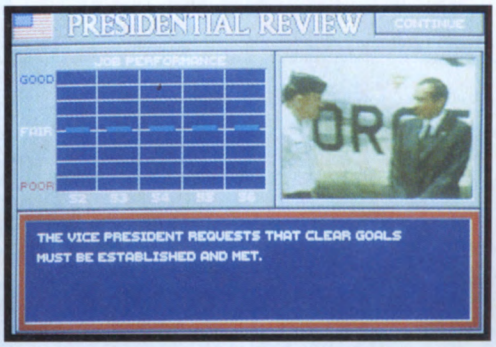
The glamorous Svetlana Izvestia. Shame you couldn't get out with Powers.

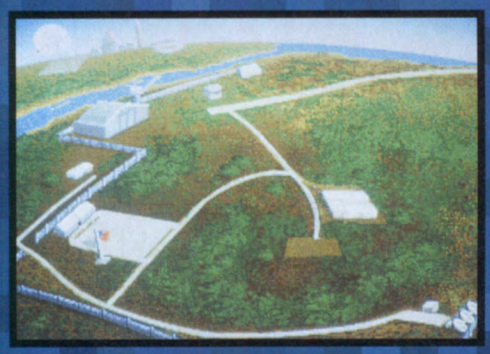


Kruschev exercises his management skills: time for the bottle of vodka and a revolver.



Treat him with the respect that every member of the HUAC is entitled to.

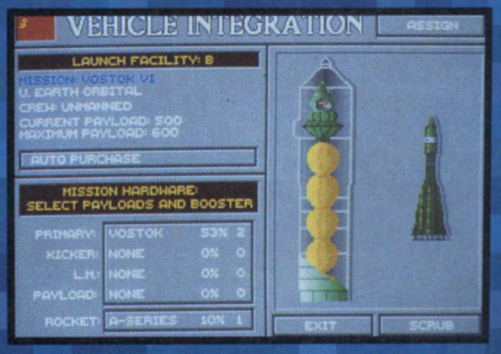




An early Cape Canaveral. It's up to you to put it on the map.



Preference screen — set up thegame from here



Put the Vostok on the A-series rocket, light the fuse, retire.

1 ADMINISTRATION

Administration is where most of the work is done – so you can see how realistic this game is. At the budget office you can see how much you have spent so far and an intelligence estimate of your opponent's budget. Go to hardware purchase to spend more dosh. You start with 60 MB – mega bucks not megabytes. With this you can start development programmes and buy useful things like rockets and satellites.

There is an important strategy element here: what you buy should be influenced by what your opponent is doing (keeping up with the Jones'/ Ivanovs) and your own long term aims. Remember to develop programmes in order. It's easier (and more efficient) to develop the Titan series after you've got the Atlas up to scratch.

From hardware purchase you can go to Research & Development. Assign teams of speccies – as big as you can afford – to your programmes. Your kit is fairly unreliable at first so the more money you spend here the less time you'll have to spend at funerals.

Future missions is where you plan the next season's launches. On your first turn you will be planning for Autumn 1957. Choose what type of mission from the menu, and don't run before you can walk. A neat graphic display shows the mission and a box rating the risk from A-Okay to danger. The missions are assigned to particular launch pads. You start off with one but can later buy up to a staggering three.

The program will not let you schedule planetary missions if, by the following season, those planets would be in the wrong position.

Astronaut recruiting is where you… but you guessed already. You can't recruit any on your first turn (what could they do? Where would they live?) After that, build your team up, put them through training and look after them. They will respond with high morale and more prestige for you. You can view (and alter) the attributes – in the RPG sense – of your astronauts. Aldrin, incidentally, has a suitably modest set.

Preferences takes you back to the first screen and time capsule is just a fancy name for the usual load/save/quit menu. Exit Administration does just what you'd think.

2 RESEARCH & DEVELOPMENT

Here you can find out the current safety level of your hardware and how much it would cost to improve it. Each programme has a maximum safety level that can only be improved upon by an actual space mission.

3 LAUNCH FACILITY

See what missions are scheduled. You can scrub a mission if you've had second thoughts but you will lose prestige points for wimping out. If a rocket has blown up and destroyed the launch pad here is where you rebuild it. But it will cost time and money.

4 VIEWING STAND

This gives a record of your missions and a digest of the news.

5 VEHICLE ASSEMBLY (VEHICLE INTEGRATION)

Once you've developed the programme, bought all the hardware and done the R & D you need to put the hardware and payload together.

6 MISSION CONTROL

From the control room you watch the countdown and the launch on the big screens. Digitised speech and film makes this the best bit of the game. If you're playing the USSR you get a countdown in Russian – at least, I assume that's what it is. Play for the home team and you get much more – all systems go, ignition sequence and the favourite 'We have lift-off!'

7 MUSEUM OF SPACE HISTORY

This contains displays – including films – of past missions and efficiency, including your own.

8 PENTAGON (K.G.B. HEADQUARTERS)

Chat to your friendly spooks for reports, briefings and blurred photographs. Although intelligence briefings are not the same thing as intelligent briefings, this is your only chance to see what the other guy is doing.

9 WASHINGTON'S MONUMENT (ST BASIL CATHEDRAL)

For those of you who always wanted a Mac. This icon does nothing useful at all.

10 CAPITOL BUILDING (THE KREMLIN)

Headmaster's study in other words. This is where you get bawled out by LBJ or Kruschev. You can even get sacked (in US) or shot (in USSR). On the other hand if you've been good you get more money and a pat on the back.

11 ARLINGTON CEMETERY (THE KREMLIN WALL)

This is where you bury your mistakes. Don't make too many or you're for the chop (literally in the USSR).

12 TRACKING STATION

This icon just tells you what a tracking station does. For Mr. Cursor.

13 FLAG POLE

This ends your turn.

14 SECURITY GATE

Quit the game

PC ZONE CLASSIC

Buzz Aldrin's Race into Space

USSR  USA 

Mark Burgess swaps the hard stuff for the right stuff in a bid to get himself into orbit

'BUZZ ALDRIN'S RACE INTO SPACE', says the manual, puts you 'in command of your country's space programme'. Great, I thought, time to dust off Blue Streak and tell the chaps at Woomera to look busy. But no; the manual assumes you are an American. You are in charge of one of the silliest episodes of catch-as-catch-can ever played by the world's superpowers.

It is a strategy game that enables you to play the part of either the US or the USSR (as was).

At the Preferences screen you can choose which side to play, the level of difficulty, astronauts and whether you play the computer or a fellow human. A large icon at the bottom lets you play a historical or a custom game. Other icons take care of the usual sound/music on/off.

After Preferences click on the seal of office and a news reader appears and tells you what's going on. Americans have Carter Walcrite (geddit?) but Russians have the glamorous, Californian-looking, Svetlana Izvestia.

Now you can get on with playing the game. It starts in Spring 1957 and you have twenty years in which to land astronauts on the moon and get them back in one piece.

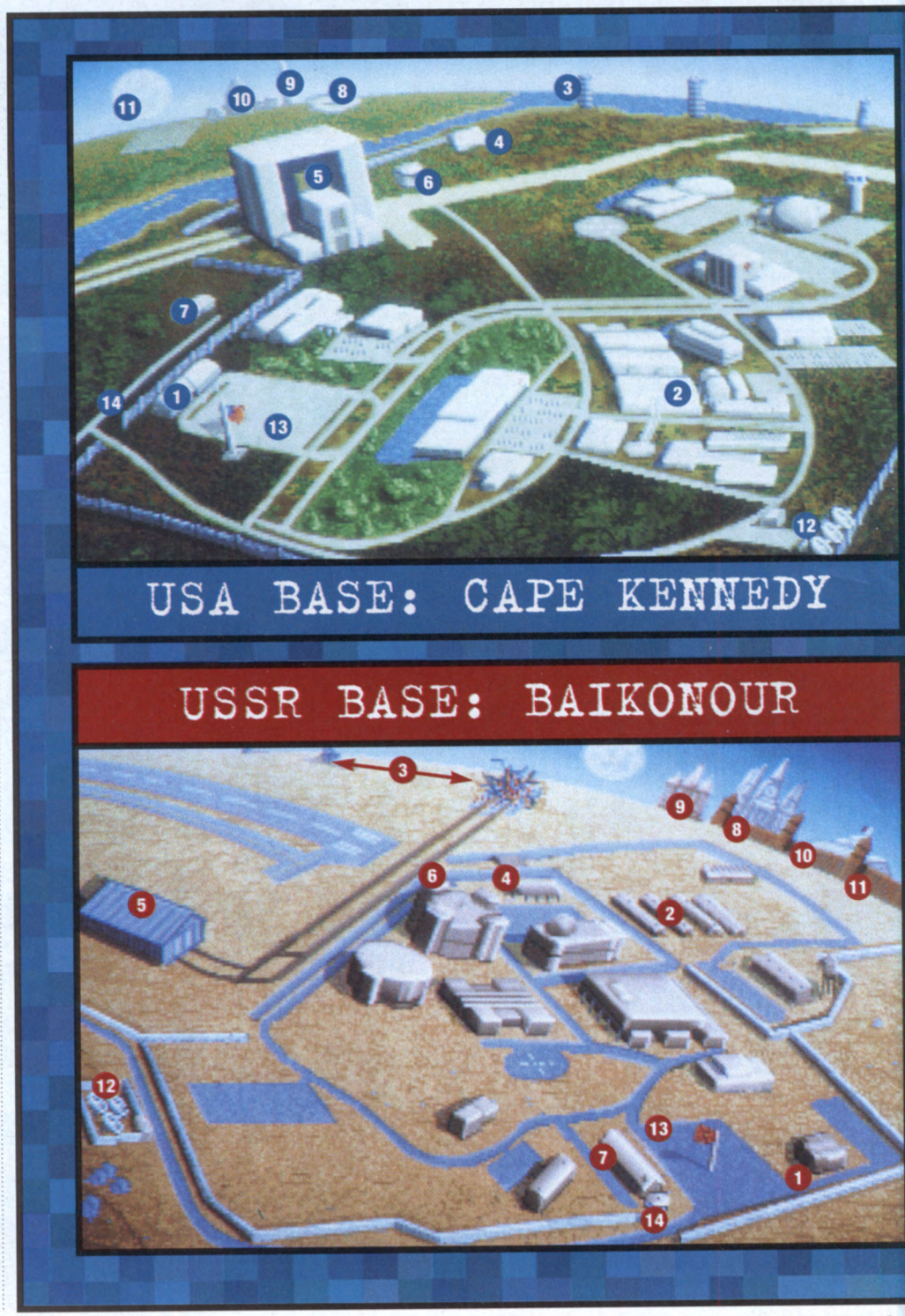
You're shown a picture of your spaceport. This starts off looking like a small industrial estate, but as the game progresses and the admin. spend money on filing cabinets and colour co-ordinated 'phones it begins to look like Milton Keynes. Click on the buildings to enter them and get the whole thing moving.

The panel on the right shows what you start off with (Soviet equivalent in red, in brackets)...

Tactics

You must get an early lead and keep it. This will panic your opponent into taking risks and launching things before they're ready (a bit like software houses). All his rockets will blow up and he will be shot. Great. How to do it?

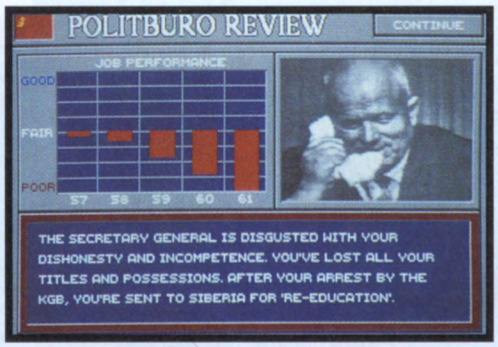
Break down your task into a series of short term ☞



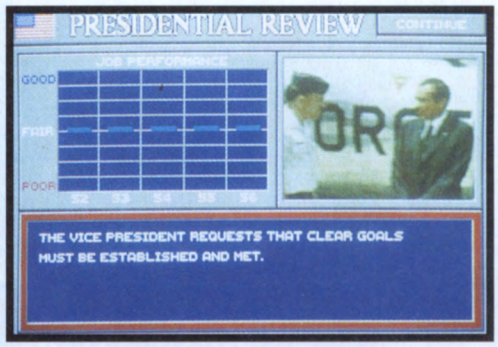
The glamorous Svetlana Izvestia. Shame you couldn't get out with Powers.

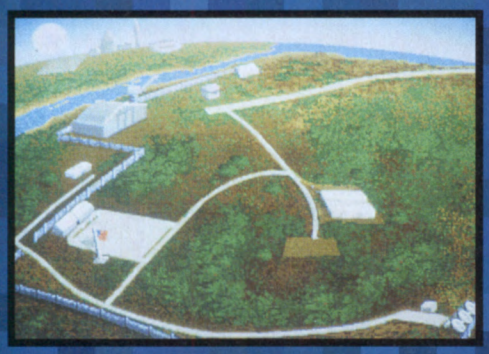


Kruschev exercises his management skills: time for the bottle of vodka and a revolver.



Treat him with the respect that every member of the HUAC is entitled to.

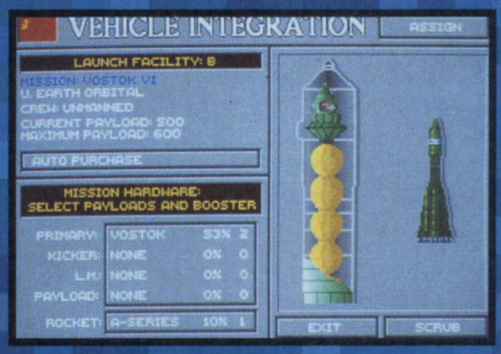




An early Cape Canaveral. It's up to you to put it on the map.



Preference screen — set up thegame from here



Put the Vostok on the A-series rocket, light the fuse, retire.

1 ADMINISTRATION

Administration is where most of the work is done – so you can see how realistic this game is. At the budget office you can see how much you have spent so far and an intelligence estimate of your opponent's budget. Go to hardware purchase to spend more dosh. You start with 60 MB – mega bucks not megabytes. With this you can start development programmes and buy useful things like rockets and satellites.

There is an important strategy element here: what you buy should be influenced by what your opponent is doing (keeping up with the Jones'/ Ivanovs) and your own long term aims. Remember to develop programmes in order. It's easier (and more efficient) to develop the Titan series after you've got the Atlas up to scratch.

From hardware purchase you can go to Research & Development. Assign teams of speccies – as big as you can afford – to your programmes. Your kit is fairly unreliable at first so the more money you spend here the less time you'll have to spend at funerals.

Future missions is where you plan the next season's launches. On your first turn you will be planning for Autumn 1957. Choose what type of mission from the menu, and don't run before you can walk. A neat graphic display shows the mission and a box rating the risk from A-Okay to danger. The missions are assigned to particular launch pads. You start off with one but can later buy up to a staggering three.

The program will not let you schedule planetary missions if, by the following season, those planets would be in the wrong position.

Astronaut recruiting is where you… but you guessed already. You can't recruit any on your first turn (what could they do? Where would they live?) After that, build your team up, put them through training and look after them. They will respond with high morale and more prestige for you. You can view (and alter) the attributes – in the RPG sense – of your astronauts. Aldrin, incidentally, has a suitably modest set.

Preferences takes you back to the first screen and time capsule is just a fancy name for the usual load/save/quit menu. Exit Administration does just what you'd think.

2 RESEARCH & DEVELOPMENT

Here you can find out the current safety level of your hardware and how much it would cost to improve it. Each programme has a maximum safety level that can only be improved upon by an actual space mission.

3 LAUNCH FACILITY

See what missions are scheduled. You can scrub a mission if you've had second thoughts but you will lose prestige points for wimping out. If a rocket has blown up and destroyed the launch pad here is where you rebuild it. But it will cost time and money.

4 VIEWING STAND

This gives a record of your missions and a digest of the news.

5 VEHICLE ASSEMBLY (VEHICLE INTEGRATION)

Once you've developed the programme, bought all the hardware and done the R & D you need to put the hardware and payload together.

6 MISSION CONTROL

From the control room you watch the countdown and the launch on the big screens. Digitised speech and film makes this the best bit of the game. If you're playing the USSR you get a countdown in Russian – at least, I assume that's what it is. Play for the home team and you get much more – all systems go, ignition sequence and the favourite 'We have lift-off!'

7 MUSEUM OF SPACE HISTORY

This contains displays – including films – of past missions and efficiency, including your own.

8 PENTAGON (K.G.B. HEADQUARTERS)

Chat to your friendly spooks for reports, briefings and blurred photographs. Although intelligence briefings are not the same thing as intelligent briefings, this is your only chance to see what the other guy is doing.

9 WASHINGTON'S MONUMENT (ST BASIL CATHEDRAL)

For those of you who always wanted a Mac. This icon does nothing useful at all.

10 CAPITOL BUILDING (THE KREMLIN)

Headmaster's study in other words. This is where you get bawled out by LBJ or Kruschev. You can even get sacked (in US) or shot (in USSR). On the other hand if you've been good you get more money and a pat on the back.

11 ARLINGTON CEMETERY (THE KREMLIN WALL)

This is where you bury your mistakes. Don't make too many or you're for the chop (literally in the USSR).

12 TRACKING STATION

This icon just tells you what a tracking station does. For Mr. Cursor.

13 FLAG POLE

This ends your turn.

14 SECURITY GATE

Quit the game

REVIEW Buzz Aldrin's Race Into Space

"In one mission I was taken out and shot on the orders of Kruschev because I wasn't liasing. I'd also killed a few cosmonauts..."

goals. Skipping 'milestone' missions will save time but leads to inexperienced, unhappy astronauts. Be ruthless about what programmes to support. If it's not going to lead to the moon, forget it. If you try and develop long term programmes too soon, you'll end up in a long R & D phase while your opponent surges ahead.

Should you get left behind, don't panic. Don't launch risky, high profile missions. They will blow up and everyone will hate you. It is better to use the intelligence services and analyse why he's so far ahead. Use lunar satellites to skip future manned lunar missions. Attract extra funds and prestige with safe unmanned missions.

Use every turn wisely. Buy hardware and new programmes from admin. Then initiate R & D and plan future missions. Visit your astronauts, see how the training is getting on. Assign them to different programmes and keep them all busy and happy. Visit the Capitol or the Kremlin to see how well you are doing your job. In one game I was taken out and shot on the orders of Kruschev because I wasn't liaising properly. I'd also killed a few cosmonauts.

Check out intelligence reports, the budget and current statistics. Then assemble the hardware for any current launches and schedule the missions from mission control. Leave your turn and let the techies get on with it for six months. The other side does something and by the time you're back, you are ready to launch again.

Details, details

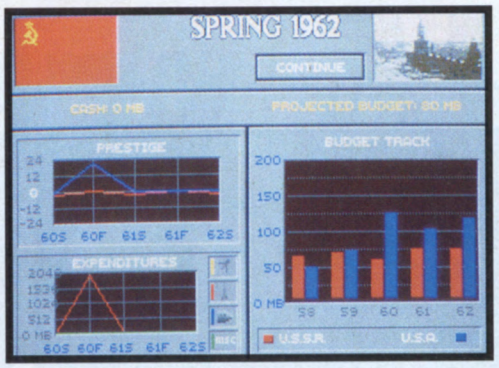
A huge amount of work has gone into getting everything right for this game. As time progresses, Ike is replaced with LBJ, Cape Canaveral renames itself Cape Kennedy and even social attitudes change. You can recruit all male astronauts in the fifties but not in the enlightened sixties. Not sure it happened that quickly.

The way in which you find out about your rival's programme is authentic; nothing but rumours until your satellite reports the successful building of a McDonalds on Venus.

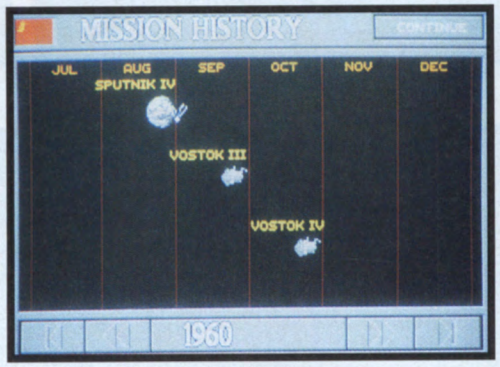
Challenger

The program isn't as complex as, say, *Civilisation*. This is fine by me. It means you can begin playing and get results before you die of boredom and frustration. There are enough options to make it as challenging as you like.

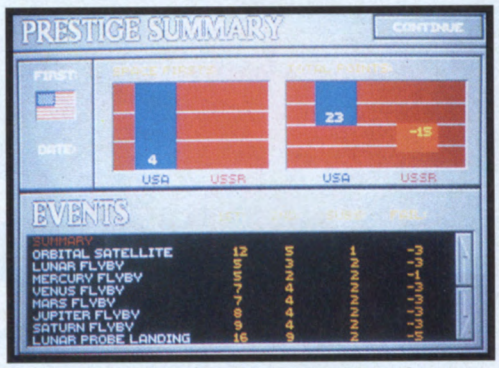
In brief: *Buzz Aldrin's Race into Space* is a user-friendly strategy game that simulates one of the most exciting human endeavours this century. Certainly more exciting than building a railway. The game also has a high degree of realism – you don't have to colonise planets or anything. ZZ



Worrying lack of progress



All your missions. Click on to view film



On a hiding to nothing. So much for imperialist software.



Unhappy cosmonaut. If you don't let them fly, they pine away.



Failure. Better shape up; you're not in the British Cabinet now.

View from mission Control: looking good, at least on the launch pad. Perfect launch, but a bit weak on finishing wouldn't you say Brian?







PC ZONE score

Testing strategy/ historical simulation. Buy it.

90

Price: £39.99 **Out:** April
Published: Electronic Arts
Telephone: 0753 549442

PC ZONE specs

Minimum Memory: 640K free
Minimum Processor: 286
Minimum Speed: 12MHz
Installation: Essential
Minimum Hard Disk: 17Mb free
Minimum Graphics: VGA
Sound Cards: All major cards acepted: Ad-Lib, Sound Blaster, Roland, Audio Spectrum, Gravis Ultrasound etc.
Controls: Keyboard, Mouse

RICOH PCL5 LASER PRINTER

LP1200

400 DPI 2 Mb RAM 6 PPM £699 + VAT

A4 TEXT/A5 GRAPHICS @ 400dpi • A4 GRAPHICS @ 300dpi. A 2Mb RAM UPGRADE IS REQUIRED TO PRINT A FULL A4 PAGE OF GRAPHICS AT 400dpi

HP LASERJET III™ COMPATIBLE • FLASH ROM UPGRADEABLE!

Ricoh, the world's second largest manufacturer of laser printer engines, have used their expertise to produce a 'first' in laser printers for the world market, the LP1200 with FLASH ROM. HP LaserJet III™ compatible, the LP1200 employs industry proven laser technology. Unlike LED printers, which use light emitting diodes, the LP1200's laser light source is able to produce the most accurate and intense printed images. It has a fast efficient processor and engine, together with a straight paper path design which allows printing at a full 6 pages per minute and, it can address a range of print resolutions up to 400 dpi. The 2Mb RAM version can print a full A4 page of graphics at 300 dpi and a full A4 page of text, or A5 page of graphics, using standard resident internal fonts and the alternate controller firmware supplied, at 400 dpi. A free Windows driver supplied enables the 2Mb Ricoh LP1200 to print a typical page of text at 400 dpi from Windows 3.1, using the alternate controller firmware supplied on the Windows Driver Disk and standard internal resident fonts. The 4Mb RAM version has the added advantage of being able to print a full A4 page of graphics at 400 dpi and makes full use of the LP1200's 400 dpi printing capabilities, such as using Microsoft Windows fonts.

Unique additional standard features include FLASH ROM 'future proof' technology and LAYOUT - a powerful document description language. The LP1200's unique internal FLASH ROM, which holds the printer controller firmware, can easily be updated as new developments in technology occur. This protects the investment you make in buying a Ricoh LP1200. Other manufacturers would require you to buy a new printer! Internal FLASH ROM and industry standard FLASH ROM IC cards can also be used to permanently store fonts, macros, graphics and extra emulations. Again, unlike the competition, the LP1200 includes LAYOUT a powerful document description language as standard, which offers unique opportunities to develop custom made printing systems. Forms and document templates can be designed and stored electronically in the LP1200's FLASH ROM, alleviating the need for pre-printed forms!

The LP1200 comes complete with a 100 sheet A4 paper tray and the facility to feed single sheets of paper and card up to 157gsm. An optional extra universal feeder provides the facility to automatically feed up to 150 sheets, from sizes of 98mm x 148mm to 216mm x 356mm in size, at weights of up to 158gsm. It can also feed up to 15 envelopes, overhead transparencies and labels automatically.



PC MAGAZINE UK EDITOR'S CHOICE OCTOBER '92

FREE! WINDOWS DRIVER v3.1

SHOWN WITH UNIVERSAL FEEDER TOP TRAY (OPTIONAL EXTRA)

CORPORATE SALES TEAM
Tel: 081-308 0888 Fax: 081-308 0608

THE LP1200 IS A GENUINE LASER PRINTER AND NOT AN LED PRINTER. MAKE SURE YOU CHECK THE COMPETITION!

See how the Ricoh LP1200 compares to its Laser Printer Competitors

FEATURES	EPSON EPL4100	HP L/JET IIIP	M'MAN TALLY MT904+	IBM 4029 Model 010	RICOH LP1200
Average Street Price (excl. VAT) (*expected)	£569	£699	£699*	£750	£699
Official RRP (excl. VAT)	£945	£1,179	£1,099	£1,099	£1,195
Maximum resolution in dots per inch	300 x 300	300 x 300	300 x 300	300 x 300	400 x 400
Windows 3.1 Driver @ 400 dpi	-	-	-	-	YES
Print Speed	6ppm	4ppm	4ppm	5ppm	6ppm
Straight Paper Path	YES	-	-	-	YES
PCL 5 Printer Command Language	-	YES	YES	-	YES
HP-GL/2 Vector Graphics included	-	YES	YES	YES	YES
Resolution Improvement/Enhancement	YES	YES	YES	YES	YES
Standard RAM	0.5Mb	1Mb	1Mb	1Mb	2Mb
Full A4/300 dpi graphics with standard RAM	-	-	-	-	YES
Warm Up Time	<45 secs	<60 secs	60 secs	33 secs	45 secs
First Page of Text Output	<20 secs	<40 secs	34 secs	20 secs	<15 secs
Document Description Language included	-	-	-	-	YES
Flash ROM	-	-	-	-	YES
Upgradable Firmware	-	-	-	-	YES
IC Card Slot	YES	-	-	YES	YES
Scalable Resident Fonts - in HP LJ III Emulation	-	8	8	0	8
Resident Bit-Mapped Fonts	11	14	14	16	14
AGFA Intellifont Scalable Font Technology	-	YES	-	-	YES
HP LaserJet III Emulation Included	-	YES	YES	-	YES
EPSON FX Emulation Included	YES	-	YES	-	YES
IBM ProPrinter Emulation Included	-	-	YES	-	YES
Standard Tray Capacity	100	70	100	200	100
Protective cover on standard tray	YES	-	YES	YES	YES
Cost per copy**	1.65p	2.00p	1.71p	1.64p	1.65p
Min-Max Paper Weight in gsm	60-157	60-105	60-120	60-131	60-157
Able to print on OHP Film	YES	YES	YES	YES	YES
Able to print on card (157gsm - Manual Feed)	YES	-	-	-	YES
Standby -Noise Level	<40dB	31.7dB	<35dB	38 dB	<38dB
Printing -Noise Level	<50dB	43.3dB	<46dB	50 dB	<48dB

**As quoted by manufacturers - 2/4/92

All Trademarks are acknowledged

IT'S A WINNER!

Shortly after its launch, the LP1200 had scooped accolades from most of the major press reviewers . . .

"The winner is the Ricoh ... its graphics performance is staggering".
Shopper Labs Best Buy
COMPUTER SHOPPER - AUGUST '92

COMPUTER SHOPPER BEST BUY AUGUST '92

"We liked the Ricoh's speed, extra memory (useful for graphic printing) and full HP LaserJet III emulation with scalable fonts ... running costs, ease of use and documentation are all also good, so this is a well rounded package".
PC PLUS VALUE VERDICT ■■■■
PC PLUS - AUGUST '92

PC MAGAZINE UK EDITOR'S CHOICE OCTOBER '92

"Compact, quiet and hassle free ... excellent value ...".
PC DIRECT - OCTOBER '92

"The Ricoh stormed ahead of the other printers in mixed page tests ... was consistently the fastest non-PostScript machine in all the tests ... it produced the most impressive pages, with prints consistently clear and well contrasted ... produced some very fine prints at 400dpi".
'WINDOWS' MAGAZINE - JULY '92

AMIGA GOLD FORMAT Dec '92

PC TODAY BEST BUY OCTOBER '92

LASER PRINTER AWARDS
What to Buy for business
A "BEST BUY" DECEMBER 1992

- **6 PAGES PER MINUTE** *Using a straight paper path*
- **PCL5 - INC HP-GL/2** *With scalable fonts and vector graphics*
- **SHARP EDGED PRINTING** *Ricoh FIAL (Fine Image ALgorithm) enhances resolution*
- **400dpi RESOLUTION** *(Default res. - 300dpi. Will address 200, 240 & 400dpi.)*
- **2Mb & 4Mb RAM VERSIONS**
- **UNIQUE FLASH ROM** *For controller upgrade and storage*
- **IC CARD SLOT** *(PCMCIA/JEIDA Compatible) For programmable FLASH ROM cards*
- **EXPANSION BOARD SLOT** *For improved connectivity eg. Coax/Twinax, PC-LAN etc*
- **LAYOUT** *Document Description Language*
- **SERIAL + PARALLEL PORTS**
- **1 YEAR ON-SITE WARRANTY** *Next working day response*

Consumables + Accessories

CODE	PRODUCT	PRICE Exc VAT
CAB 7500	Cable for PC/ST/Amiga	£8.47
KIT 5200	Laser Starter Kit inc Cable	£12.50
LAA 5238	Universal Feeder (2nd Tray)	£100.00
LAA 5262	2Mb RAM Module	£100.00
LAA 5210	Developer/Toner Cartridge	£65.00
LAA 5225	OPC Cartridge (Drum)	£89.00
LAA 5312	A4 Paper Tray (100 Sheets)	£35.00

CALL FOR A FULL PRICE LIST

*Note: A4 paper tray is already included in the printer price. More A4 trays can be purchased to feed different coloured stationery.

LP1200 WITH SINGLE BIN & **2Mb RAM** LAS 5200 — **£699** +VAT = £821.33

LP1200 WITH SINGLE BIN & **4Mb RAM** LAS 5200 + LAA 5262 — **£799** +VAT = £938.83

230293-OPI/5

SILICA SYSTEMS OFFER YOU

- **FREE OVERNIGHT DELIVERY:** On all hardware orders shipped in the UK mainland.
- **TECHNICAL SUPPORT HELPLINE:** Team of technical experts at your service.
- **PRICE MATCH:** We normally match competitors on a "Same product - Same price" basis.
- **ESTABLISHED 14 YEARS:** Proven track record in professional computer sales.
- **£12 MILLION TURNOVER (with 60 staff):** Solid, reliable and profitable.
- **BUSINESS + EDUCATION + GOVERNMENT:** Volume discounts available **081-308 0888.**
- **SHOWROOMS:** Demonstration and training facilities at our London & Sidcup branches.
- **THE FULL STOCK RANGE:** All of your requirements from one supplier.
- **FREE CATALOGUES:** Will be mailed to you with offers + software and peripheral details.
- **PAYMENT:** Major credit cards, cash, cheque or monthly terms (APR 29.8% - written quotes on request).

Before you decide when to buy your new laser printer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals or consumables, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for almost 14 years and, with our unrivalled experience and expertise, we can now claim to meet our customers' requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Systems Service".

MAIL ORDER HOTLINE 081-309 1111

SILICA SYSTEMS

MAIL ORDER:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Order Lines Open: Mon-Sat 9.00am-6.00pm — No Late Night Opening	**Tel: 081-309 1111** Fax No: 081-308 0608	
LONDON SHOP:	52 Tottenham Court Road, London, W1P 0BA Opening Hours: Mon-Sat 9.30am-6.00pm — No Late Night Opening	**Tel: 071-580 4000** Fax No: 071-323 4737	
LONDON SHOP:	Selfridges (Basement Arena), Oxford Street, London, W1A 1AB Opening Hours: Mon-Fri 9.30am-7.00pm (Sat close 6.30pm) — Late Night: Thursday - 8pm	**Tel: 071-629 1234** Extension: 3914	
SIDCUP SHOP:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Opening Hours: Mon-Sat 9.00am-5.30pm — Late Night: Friday - 7pm	**Tel: 081-302 8811** Fax No: 081-309 0017	
ESSEX SHOP:	Keddies (2nd Floor), High Street, Southend-on-Sea, Essex, SS1 1LA Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm) — No Late Night Opening	**Tel: 0702 468039** Fax No: 0702 462363	

To: Silica Systems, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND INFORMATION ON THE RICOH LP1200

Mr/Mrs/Ms: Initials: Surname: Date:

Company Name (if applicable):

Address:

..... Postcode:

Tel (Home): Tel (Work):

Which computer(s), if any, do you own? PCZON-0593-75

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

Veil Of Darkness



Vampire blood lust is all the rage these days, and not wanting to miss out on blood or lust, Andy Clerkson wrapped a scarf round his neck, stuck garlic up his nostrils and set out to shed some light on *Veil of Darkness*.



Here I am in the picturesque valley of Romania. Loads to do and see. Weather's not that great but the night life's rockin'; there's various nutters, zombies, werewolves, banshees, blood sucking vamps and rat-eating, smelly acned locals. Having a great time. Wish you were here. P.S Don't forget to water the plants – I've grown quite attached to vegetation over here.

TALKING BACK



The old hag tries to lead me astray with talk of Ambrose but I know who she really is.

The conversations in *Veil* feel more realistic than in many RPGs as you respond to single words that are highlighted in the text. But the key to solving *Veil* is in the hidden key word. But be careful, if you're daft enough to call the most beautiful dame in the game a werewolf, then suffer a swift rebuke and lose your chance of a quick snog round the back of the mausoleum.



So I let her have it with a cutting word...



No luck there then. And she wasn't the beautiful dame mentioned in the intro.

LET'S FACE IT, 1993 is a good year for heavy necking; the two pronged, sink and suck hickey is back in a big way. And I'm not talking about the embarrassing bluey black blotch you hide from your friends by pulling out your old polo neck jumper. I'm talking vampires, the undead, Nosferatu. You've read about them in the mags, seen them in the movies and now whaddaya know, they're on your PC screen. So in the best 'if you can't beat 'em, eat 'em' tradition, reach for the garlic crusher, grab a steak (*That's stake. – Ed*) and settle down to a hearty feast of role playing action adventure with *Veil of Darkness*.

In *Veil* you take on the Van Helsing role of vampire slayer, albeit unwillingly. Flying over darkest Romania, your plane is brought down by a vicious thunderstorm and you are rescued by friendly (?) villagers. You wake up to the delightful face of the poetically named Deirdre and all is bright and beautiful – until you find out that Deirdre still lives with her dad. He spins you some old yarn about going over to a neighbour's house to pick up a hammer for him and you soon realise all is dark and ominous. The neighbour has been spread all over his front room by a lunatic killer and everyone else in the village is either ignorant, pissed, on the pull or just downright ugly. Your first puzzle is to retrieve the hammer and as this done you learn why the villagers are so damn weird. The evil Kairn, vamp extraordinaire, has held the village in his disgusting, slimy grip for centuries now, feeding off of the blood of the locals, banning the use of garlic – you know the score. To top this off, the only way to get out of this hell hole is to fulfil some prophecy that Deirdre's dad gives to you. You are the chosen one and funnily enough, its up to you to save the valley.

Clickety click

Veil of Darkness is a point and click affair. Unlike most RPG's, you don't have look, grab, open etc. icons, but it is extremely easy to move around – to talk to a character just position the cursor over their head, click and you're in a conversation; to pick something up, walk over to it, click and you've got it. This saves you from endlessly interchanging between actions, but it does make the searching for items a tad too easy. If you walk into a room, anything you need is lying there on the floor, no need to really search. And if you have the magnify objects option on, you can't help but find stuff – you walk into a room and bingo, there's a six foot candle. That's just for cheats though, innit.

Yackity yack

But digging up items from dingy nooks and crannies isn't the name of the game in *Veil*. Talking back is. Whenever you come across a character, you can bet your last garlic clove, they have a dodgy secret or gory story to tell. As you click on a character, a dialogue box sprouts up with a passage that has a word or two underlined. Clicking on these key words reveals a follow on conversation relating to that word, though to solve the game you also need to type in your own words to spark off a bit of intelligent banter – hint: typing "Shut up you po-faced git and just tell me where the vampire lives" doesn't work – I... er... tried it. You need a word that you have gleaned, using all your powers of reasoning and perception to garner a telling piece of info. This feature adds a lot more to the role playing part of the game than simply replying with a list of pre-determined phrases.

Out and about in Romania

SCREEN 1 Hanging out in the local boozer, I hear of a gypsy camp, and go up there to meet a nice young lady called Marje. I cross her palm with silver, and all of sudden she grabs my arm and starts pulling me over towards her. I say look Marje, I'm spoken for and before she can get me to the altar, I'm outta there with a key to some maze.

SCREEN 2 The mazes in ***Veil*** are superb and full of grimy creatures. These bats aren't a problem, but look out for the vampiresses. The valley map icon (bottom right of the screen) turns into a map of my route which highlights any ground I have already covered – if you have a printer, save time by printing the map of the maze when completed for reference later.

SCREEN 3 I just can't seem to keep out of the pub you know. At least, the miserable old git behind the bar is finally pouring me a drink though. Make it a large one mate, and I'll have the gilt glass if you don't mind. Cheers.

SCREEN 4 Just my luck, one drink and I just don't care. So what happens? I end up in monastery with a pervy old monk and a naked geezer standing in a puddle. Vampires? I'm more worried about the freaky masons. But I have solved a part of the prophecy and for that I reckon I deserve a drink. Cup of Holy Water anyone?





Later in Romania, still alive

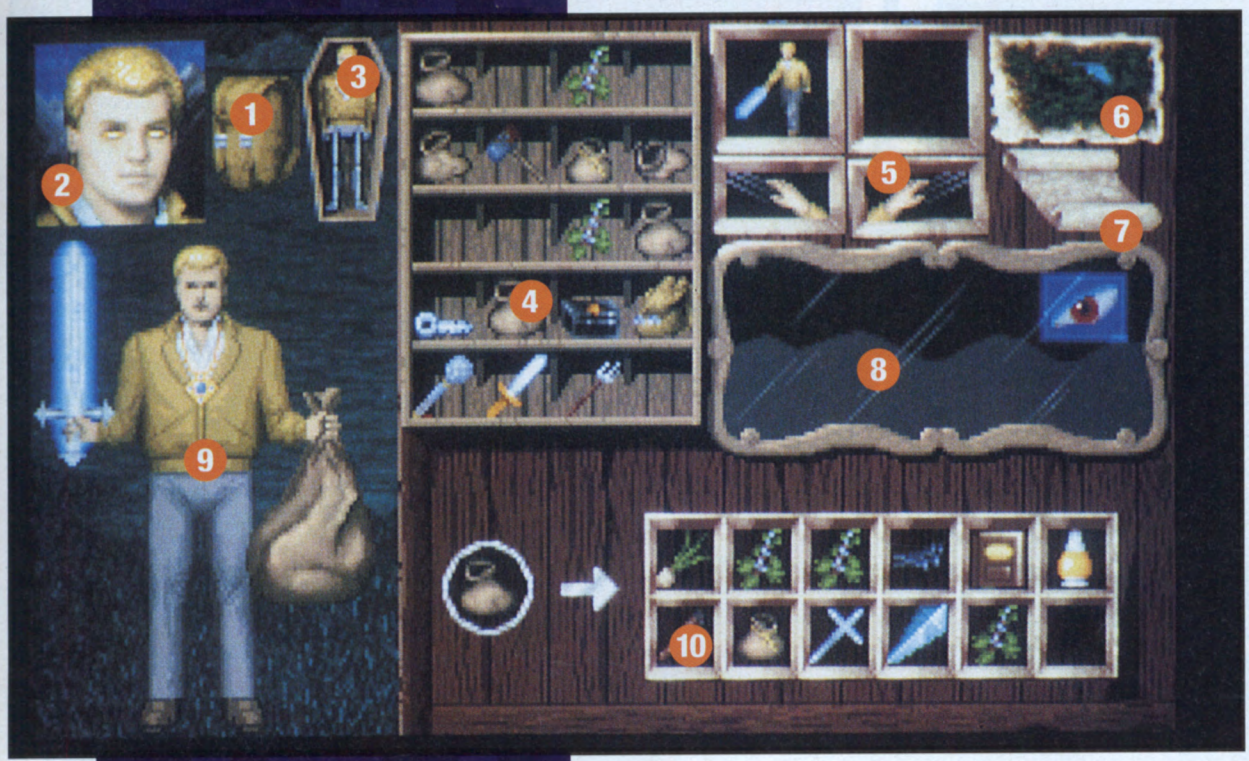
SCREEN 5 Where did I put that little old candle of mine? Oh look there it is, hasn't it got big. Searching through the swamp I've turned the magnify objects option on because it's 4.00am and my eyes are completely shot.

SCREEN 6 Would you credit it, another murder, just when I was getting all pleased with myself too. My suspicion is that it's a werewolf. Why? Because that's just about the way things have been going around here lately.

SCREEN 7 Over in the cemetery things don't get any better. What with the skeletons and this fat, red bloke I don't know which why to turn. The giant conker comes in handy with the skeletons and old red face just keeps stammering at me, moaning about some curse. Come to think of it, on a night like this, what the hell am I doing in a cemetery anyway? I'm a fool to myself.

SCREEN 8 Finally, I make it up to the castle of Kairn, the evil lord vampire. I've faced werewolves, banshees, ghosts, bats, black slugs that look like the lost gothic children of the Baba Papa family. These have tried to slurp me, eat me, age me, turn me into a pile of dust or just plain bite my head off. But I made it, and it's out with the Paul Daniels bag-o-tricks. And there's just one thing to say to Kairn, "You want some, mate!"

INVENTORY



1 HIT POINTS AND ENCUMBRANCE Clicking on this shows how much damage you can do when fighting and how much excess baggage you are carrying.

2 CHARACTER PORTRAIT Of no importance really but it does show what a handsome geezer you are.

3 COFFIN As you lose strength, you turn into a bag o' bones. You can build up muscle though if you munch on the right herbs and get a good drink inside ya.

4 INVENTORY You'll need to pack loads of stuff to get through this one, and that means sacks within sacks within sacks…

5 HAND ACTION ICONS This is where the doing's done – top to use, bottom to throw.

6 VALLEY MAP Click here for the full scale valley map.

7 PROPHECY It's all down here in writing and you're the one to be lumbered with the 'Chosen One' moniker, verily you will fulfil thy destiny.

8 BLESSINGS AND CURSES Doesn't look good – I've been cursed with terminally red eyes, grey hair, walking with a stick and standing in a poncey hands-on-hips stance for too long.

9 CHARACTER'S BODY I'd always wondered where Freddie went when he left Scooby Doo's gang. Fine figure of a man ready for vampire slaying: armed to the teeth, got a sack full of important stuff, and wearing that smart medallion to impress all those gorgeous Romanian babes.

10 CONTENTS OF SACK By using sacks you can carry all those necessary items like keys, money, books and lots of weed – but don't overload yourself.

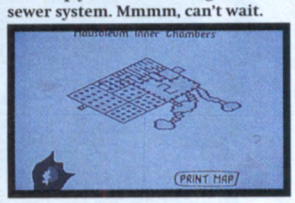
The evil one has a projector in his tummy so he can watch you suffer.



The hitherto unknown dangers of kamikaze bat-infested flight paths.



The map you'll need to negotiate the sewer system. Mmmm, can't wait.



As you talk to characters they will tell you about other places on the game map, opening those places up for you to explore. *Veil* gives you many places to explore early in the game, so you shouldn't get stuck in one scenario twiddling your thumbs for too long.

Monster mashing

Of course, it's not all idle chat since you manage to get involved in much gratuitous violence along the way (otherwise the game might resemble normal life... God forbid). There's the usual plethora of wolves, bats and zombies, along with more exotic creations like banshees and will-o-the-wisps (unfortunately none of the will-o-the-wisps talk like Kenneth Moore – now that would be scary). Fighting off Kairn's evil hordes is easy if you know how – if you don't know how, you're punting up poo pond. Basically, you need to discover the perfect tool to kill each creature. Combat can be encountered in easy, simplified and full mode: the easier the mode the more damage you can inflict on your opponent with each hit. Any injuries you suffer can be cured with a few new-age herbal remedies if you know your mushrooms from your sneezewort plant.

Although the graphics aren't stunning (on the overhead map they're slightly bitmapped), the detail is excellent and moody. Atmosphere is a prerequisite for a good bit of role playing and adventure and *Veil* even outdoes Pontins in this respect (difficult to believe, but it's true). Sound effects are excellent, especially when you reduce skeletons to a pile of rubble and the digitised speech in the dusky Eastern European dialect will have you wandering around going Ha Ha Ha Ha! until your head explodes.

The SSI designers have done an excellent job with *Veil*, giving you scope to choose your own style of play, whether that leans more to the role playing or the adventure side of things (it favours the RPG side, as the combat sequences are not advanced). But don't make it too easy for yourself, it's addictive but there are not a lot of puzzles to solve and you could be putting *Veil* back in its coffin before many nights hath passed.

PC ZONE specs

Minimum Memory: 640K
Minimum Processor: 386SX
Minimum Speed: 16MHz
Installation: Essential
Minimum Hard Disk: 8.5Mb free
Minimum Graphics: IBM VG
Sound Cards: Sound Blaster, Ad-Lib, Roland MT-32/LAPC-1
Controls: Keyboard, Mouse

PC ZONE score

Good script, easy to play but a little short.

72

Price: £35.99 **Out:** Now
Published: US Gold
Telephone: 021 625 3388

Computermate

MasterCard VISA Inc P+P

The Wheel, Robin Way, Cuffley, Hertfordshire EN6 4QB
Tel: (0707) 875757 Fax: (0707) 875513

Mon-Fri 8am-8pm
Sat 8am-7pm

THE LEISURE ZONE

3D DELUXE CONSTRUCTION KIT II	£39.99
4D SPORTS BOXING	NOW £19.99
3D SPORTS DRIVIN'	£19.99
A TRAIN	£34.99
AIR, SEA & SPACE (MIG29, Silent Service 1 & Star Glider 2)	£29.99
ALONE IN THE DARK	£39.99
ANOTHER WORLD	£26.99
ARMOURED FIST	£39.99
ARNHEM, ANCIENT BATTLE & VULCAN	£24.99
BATTLECHESS 1	£10.99
BATTLECHESS 4000	£34.99
BATTLE COMMAND	£26.99
BATTLE ISLE includes Scenario Editor	£29.99
BATTLE ISLE DATA DISK	£15.99
BETRAYAL AT KRONDOR	£34.99
BITMAP COLLECTION (Xenon, Speedball 2 & Cadaver)	£26.99
BOARD GENIUS (Cluedo, Monopoly, Risk & Scrabble)	£32.99
BRIDGE PLAYER CGA/EGA	£24.99
BUZZ ALDRINS RACE INTO SPACE	£TBA
CAPTIVE	£26.99
CAR AND DRIVER	£34.99
CARRIERS AT WAR	£34.99
CHESSMASTER 2100	£19.99
CHESSMASTER 3000 (DOS or WINDOWS)	Each £29.99
CIVILISATION	£34.99
COMPLETE CHESS SYSTEM	£29.99
DAS BOOT	£19.99
DESERT RATS	£19.99
DREAM TEAM (TERMINATOR 2, THE SIMPSONS, WWF)	£29.99
DUNE	£29.99
DUNE 2	£30.99
ELF	£26.99
ELITE II The Frontier	NOW £34.99
ELITE PLUS	£29.99
EPIC	£29.99
EYE OF THE BEHOLDER I	£26.99
EYE OF THE BEHOLDER II	£29.99
EYE OF THE BEHOLDER III (Assault on Myth Dranmor)	£TBA
FRONT PAGE SPORTS FOOTBALL	£34.99
GRAND PRIX (FORMULA 1)	£36.99
BRAND PRIX UNLIMITED	£34.99
GREAT NAVAL BATTLES	£34.99
AMERICA IN THE ATLANTIC	£15.99
SCENARIO BUILDER	£15.99
ATLANTIC SUPER SHIPS	£15.99
HEIMDALL	£24.99
HARPOON 1.3	£34.99
HARPOON BATTLESETS 3 & 4	Each £13.99
HARPOON DESIGNER SERIES & UPGRADE	£17.99
HARPOON SCENARIO EDITOR	£15.99
HISTORYLINE 1914-1918	£34.99
HITCH-HIKERS GUIDE	£9.99
HOYLES BOOK OF GAMES 3	£29.99
HOOK	£29.99
HUMANS	£26.99
IAN BOTHAM'S CRICKET	£26.99
INCREDIBLE MACHINE	£34.99
INDIANA JONES & CITY OF ATLANTIS	£32.99
INTELLIGENT STRATEGY GAMES (Backgammon, Bridge, Chess, Draughts & Go)	£29.99
ISHIDO	£26.99
IT CAME FROM THE DESERT	£14.99
JIMMY WHITE'S SNOOKER	£29.99
KINGS QUEST 5	£34.99
KINGS QUEST 6	£34.99
LAURA BOW II	£34.99
LEATHER GODDESSES	£9.99
LEGEND OF VALOUR	£34.99
LEISURE SUIT LARRY 5	£34.99
LEISURE SUIT LARRY TRILOGY (3 1/2" only)	£39.99
LEISURE SUIT LARRY VGA	£29.99
LEMMINGS I	£22.99
LEMMINGS DATA DISK	£19.99
LEMMINGS DUAL PACK	£34.99
LEMMIMGS II (THE TRIBE)	£34.99
LIFE AND DEATH – THE BODY	NOW £19.99
LIFE AND DEATH 2 – THE BRAIN	£24.99
LORD OF THE RINGS 1, 2	Each £29.99
LOST FILES OF SHERLOCK HOLMES	£34.99
M1 TANK PLATOON	£29.99
MARIO ANDRETTIS RACING	£24.99
MICROSOFT ENT PACK FOR WINDOWS 1, 2 & 3	Each £29.99
MONKEY ISLAND 1 VGA	£26.99
MONKEY ISLAND 2 (Le Chuck's Revenge)	£29.99
MONOPOLY	£26.99
NIGEL MANSELL	£29.99
NIGHT SHIFT	£19.99
OMAR SHARIF'S BRIDGE DOS OR WINDOWS	Each £34.99
PATRIOT	£34.99
PATTON STRIKES BACK	£34.99
PUZZNIC	£20.99
PERFECT GENERAL	£29.99
PINBALL (WINDOWS)	£34.99
PLANET FALL	£9.99
POLICE QUEST 1 (VGA), 3 (VGA)	£34.99
POPULUS 2	£34.99
PREMIER LEAGUE SOCCER	£26.99
PREMIERE MANAGER	£26.99
PRINCE OF PERSIA	£23.99
PRIVATEER	£34.99
PRO TENNIS TOUR 2	£29.99
PUZZNIC	£20.99
QUEST FOR GLORY (Trial by Fire)	£29.99
QUEST FOR GLORY 3 (Wages of War)	£34.99
RAILROAD TYCOON	£29.99
ROBOCOP 3	£26.99
ROBOSPORT (WINDOWS)	£26.99
SCRABBLE DELUXE	£19.99
SCRABBLE (VGA)	£26.99
SENSIBLE SOCCER	£26.99
SHADOW PRESIDENT	£39.99
SHANGHAI II (MAH JONG)	£26.99
SILENT SERVICE 1 (5 1/4" only)	£9.99
SILENT SERVICE 2	£29.99
SIM ANT	£32.99
SIM CITY/POPULUS (Twin Pack)	£26.99
SIM CITY (WINDOWS)	£36.99
SIM EARTH	£29.99
SIM EARTH (WINDOWS)	£34.99
SIM LIFE	NOW £34.99
SORCERER	£9.99
SPACE QUEST 1 (VGA)	£29.99
SPACE QUEST 3 & 4	Each £30.99
SPACE QUEST 5	£34.99
STREET FIGHTER 2	£26.99
STAR FLEET 2 (5.25" only)	£9.99
STAR GLIDER 2	£9.99
STAR TREK 25TH ANNIVERSARY	£29.99
STUNT ISLAND	£44.99
SUPER TETRIS	£29.99
TANK	£14.99
TASK FORCE 1942	£36.99
TEST DRIVE 3	£24.99
THE GAMES (ESPANIA '92)	£29.99
THE LEGACY	£36.99
TRISTAN PINBALL (DOS)	£26.99
TRIVIAL PURSUIT (CGA/EGA Only)	£9.99
TRIVIAL PURSUIT DeLuxe	£26.99
ULTIMA 7	£34.99
ULTIMA 7 ADD-ON (Forge of Virtue)	£17.99
ULTIMA 7 II (Serpent Isle)	£34.99
ULTIMA (The Underworld)	£34.99
ULTIMA UNDERWORLD II (Laberinth of Worlds)	£34.99
ULTIMA TRILOGY II (4, 5 & 6)	£32.99
V FOR VICTORY	£34.99
VEIL OF DARKNESS	£29.99
WING COMMANDER 1	£19.99
Mission Disks 1 & 2 (Dual Pack)	£17.99
WING COMMANDER 2	£34.99
Special Operations 1 & 2	Each £15.99
Speech Accessory Pack	£13.99
WISHBRINGER	£9.99
WIZ KID	£26.99
WIZARDRY 7 (Crusaders of the Dark Savant)	£39.99
WWF	£24.99
WWF II (European Rampage)	£24.99
X-WING	NOW £39.99
ZORK 1, 2, 3	Each £9.99
ZORK 1, 2, 3 TRILOGY	£24.99
ZENOBOTS	£34.99
ZENON 2	£9.99
ZOOL	£26.99

IF A PRODUCT YOU REQUIRE IS NOT LISTED PLEASE ENQUIRE
Please ring for details of our new Catalogue.
Free MOUSE MAT WITH ORDERS OVER £30.

The Hangar

A10 TANK KILLER	£30.99
A320 AIRBUS	£39.99
ACES OF THE PACIFIC (Version 1.2)	£32.99
WWI MISSION DISK	£21.99
AIRLINE TRANSPORT PILOT (enhanced)	£34.99
ATP UPGRADE	£9.99
AIR WARRIOR (SVGA)	£34.99
ANCIENT ART OF WAR IN THE SKY (WW1)	£34.99
ATAC	£36.99
B17 FLYING FORTRESS Version 2	£36.99
BATTLE OF BRITAIN	£26.99
MISSION DISK	£14.99
DOGFIGHT	£36.99
F15 STRIKE EAGLE III	£36.99
F117A STEALTH FIGHTER	£34.99
F19 STEALTH FIGHTER / MIG29	£29.99
F29 RETALIATOR	£29.99
FALCON 3.0 VERSION D	£40.99
FALCON 3 MISSION DISK 1 (Fighting Tigers)	£21.99
FALCON AT	£14.99
FLIGHT OF THE INTRUDER	£14.99
FLIGHT SIM 4	£39.99
(GRAPHICS & SOUND UPGRADE)	£29.99
AIRCRAFT & SCENERY DESIGNER	£29.99
NORTHERN ENGLAND	£29.99
FLIGHT PLANNER	£29.99
AIRCRAFT & ADVENTURE FACTORY	£34.99
FLIGHT 911/ 685/701	Each £24.99
FS PRO	£29.99
SCENERY DISKS	
EUROPE, HAWAII, JAPAN	Each £13.99
NEW FACILITIES LOCATOR	£19.99
SCENERY ENHANCEMENT EDITOR	£29.99
CALIFORNIA COLLECTION	£34.99
GREAT BRITAIN SCENERY 3 DISK SET	£34.99
GUNSHIP 2000	£32.99
MISSION DISK 1 (Ice & Islands)	£21.99
HARRIER JUMP JET	£36.99
JET Sab Logic 3 1/4 only	£12.99
MAXIMUM OVERKILL COMANCHE	£39.99
(MISSION DISK 1)	£TBA
REACH FOR THE SKIES	£32.99
RED BARON	£32.99
MISSION DISK	£24.99
SECRET WEAPONS OF THE LUFTWAFFE (HE 162, P30 & P80 DORNIER 335 MISSION) Disks	Each £15.99
SPACE SHUTTLE	£39.99
TORNADO	£39.99
TRACON 2	£36.99
TRACON 2 (Windows)	£39.99

IF A PRODUCT YOU REQUIRE IS NOT LISTED PLEASE RING

The Golf Club

DAVID LEADBETTERS GOLF	£36.99
JACK NICKLAUS SIGNATURE GOLF	£34.99
LINKS	£34.99
COURSES: BAYHILL, BOUNTIFUL, BARTON CREEK, DORADO, FIRERSTONE, NORTH TROON (US), PINEHURST	Each £19.99
LINKS PRO (386, 486, SVGA ONLY)	£39.99
COURSES: THE BELFRY, BANFF, MAUNA KEA, PINEHIRST 2	Each £21.99
MICROSOFT GOLF (LINKS FOR WINDOWS)	£42.99
PGA TOUR COURSES	£13.99
PGA TOUR & COURSES	£26.99

The Office

AUTO ROUTE EXPRESS	NOW £99.99
BIG BUSINESS SIMULATOR 5 1/4" ONLY	£29.99
COUNTERPOINT	£54.99
DE LUXE ANIMATION	£79.99
DESIGNWORKS	£159.99
DE LUXE PAINT ENHANCED	£89.99
DOS 6 (UPGRADE)	£57.99 (until 30.4.93)
DR SOLOMANS ANTI VIRUS V.6	£44.99
EXPRESS PUBLISHER	£117.99
HOME ACCOUNTS	£29.99
K SPREAD, K DATA, K GRAPH, K WORD 5 1/4" ONLY	£29.99
MAVIS BEACON 2	£29.99
MAVIS BEACON FOR WINDOWS	£29.99
M/SOFT WORKS FOR DOS OR WINDOWS	£119.99
MINI OFFICE PERSONAL	£26.99
QUATTRO PRO WIN/DOS	£129.99
QUEMM 386 V6.02	£79.99
QUICKEN	£49.99
QUICKEN FOR WINDOWS	£59.99
STACKER 3	£99.99
TIMEWORKS PUBLISHER 2	£149.99
VISTAPRO	£79.99
WINDOWS 3.1	£79.99
WINDOWS + MOUSE	£84.99
WORD STAR 6	£99.99
WORLD ATLAS V2.0	£69.99
XTREE GOLD 2.5	£79.99

Full range of business software available on request

The Classroom

ADI ENGLISH 1 & 2	Each £23.99
ADI MATHS 1 & 2	Each £23.99
BODYWORKS	£59.99
CARTOONERS 51/4 Only	£32.99
CHEMISTRY WORKS	£59.99
DINOSAUR ADVENTURE	£39.99
FRENCH MISTRESS	£18.99
FUN SCHOOL 3 Under 5, 5-7, 11	Each £22.99
FUN SCHOOL 4 Under 5, 5-7, 7-11	Each £22.99
GERMAN MASTER	£18.99
HERIETTA'S BOOK OF SPELLS (VGA)	£29.99
HOORAY FOR HENRIETTA (VGA)	£29.99
KID PIX	£32.99
MATHS ADVENTURE	£18.99
NODDY'S PLAYTIME	£26.99
ORBITS	£49.99
SPANISH TUTOR	£18.99
SPELLBOUND	£29.99

More products available on request

The Hardware Store

ADVANCED GRAVIS JOYSTICK	£39.99
CH FLIGHT STICK	£39.99
GALAXY NX II SOUND CARD (INC. SPEAKERS)	£109.99
GALAXY NX PRO SOUNDCARD (INC. SPEAKERS)	£139.99
GRAVIS ELIMINATOR CARD	£34.99
GRAVIS GAMES PAD	£26.99
JOYSTICK CARD	£15.99
JOYSTICK Y CONNECTOR	£9.99
NAKSHA MOUSE	£49.99
NIGEL MANSELS FREE WHEEL	£39.99
PROGRAMMABLE GAMES CARD	£39.99
PROGRAMMABLE GAMES CARD (MCA)	£49.99
QUICKSHOT WARRIOR JOYSTICK	£13.99
ZY FI STERO SPEAKERS	£39.99

The CD Player

BLACK BOX 3	£82.99
BRITANNICA FAMILY CHOICE	£59.99
COMPTONS FAMILY ENCYCLOPEDIA	£249.99
GUINNESS DISK OF RECORDS 1992	£59.99
KINGS QUEST 5	£39.99
LEISURE SUIT LARRY 1 (VGA)	£39.99
LOOM	£40.99
M1 TRANK PLATOON	£36.99
MAVIS BEACON TYPING	£39.99
MIXED UP MOTHER GOOSE	£39.99
MONKEY ISLAND 1	£40.99
MICROSOFT BEETHOVEN	£54.99
MICROSOFT CINEMANIA	£54.99
MICROSOFT WORKS	£129.99
NATIONAL GEOGRAPHICS MAMMALS	£99.99
NORTH POLAR EXPEDITION	£89.99
SECRET WEAPONS OF THE LUFTWAFFE (inc all 4 Mission Disks)	£45.99
SHAKESPEARE ON DISK	£29.99
SHERLOCK HOLMES ON DISK	£29.99
SHERLOCK HOLMES CONSULTING	£49.99
SHUTTLE	£TBA
SPACE QUEST 4	£39.99
TIMETABLE OF HISTORY	£99.99
WING COMMANDER 1 & MISSION DISKS 1 & 2	£49.99
WING COMMANDER DELUXE	£49.99

Full list of CD Rom Software available on request

All prices include VAT & P&P (UK only) and are subject to change without notice. Products offered subject to availability. Please state disk size when ordering and allow sufficient time for cheque clearance. Callers by appointment only. E. & O.E.

Blueprint

Fields Of Glory

PUBLISHER: Microprose	PRICE: £44.99
TELEPHONE: 0666 504326	OUT: Late June



By The Order

There are four basic order types available at most stages of the battle:



DEPLOY **Move to the indicated position and prepare for further orders.**



HOLD **Maintain and defend your current position.**



ASSAULT **Mount an attack on the indicated position.**



WITHDRAW **Pull back from your current position.**

The whole basis of computer wargaming is under attack. Last year, MicroProse UK began to plan an offensive against the stuffy conservatism of hardcore wargame designers. The strength of the opposition to this advance was daunting, but as this new approach to an old genre appears on the horizon, it becomes apparent that hex grids and standard military symbols are about to be dealt a crushing blow. Laurence Scotford reports from the front line.

YOU STAND nervously in the hazy warmth of a summer evening. Ahead of you, and curving away in a broad semi-circle to your right is a heavy mass of bodies: men and horses engaged in a bloody melée that has already left scores of bodies in its wake. The air is thick with the sharp reports of gunfire, and the thudding of horses hooves on the tortured turf, but neither of these sounds can drown out the screams and moans of dying men and horses.

You pray that your time will come soon. It is better to die fighting than only to stand and witness the carnage. And there it is – the command rings out and you begin to shuffle forward up the hill towards the waiting allied army.

Progress is slow and steady, then there is a sudden cry and you look across to your right as your fellow grenadiers breast the summit of the hill at the farm of La Haie Sainte and crush the first line of British troops. Spurred on, you and your comrades carve a wedge almost as far as the Ohain road. Your confidence is running high when there is a sudden silence and the men around you stop moving forward. You panic and follow half a dozen stares to the left.

Redcoats! Where did they come from so suddenly? You have no time to ponder your predicament before a hail of bullets flies through the company. The soldier next to you screams horribly as a lead pellet rips into his arm and shatters the bone, splashing your grimy face with a dark gore. The firing brigade disappears in a cloud of musket smoke and your compatriots make one further attempt to push forward, but more go down under a second storm of lead. With an anguished cry you turn on your heels and take the only sane action that is left to you – run... run for your life!

So began the end of the Corsican Ogre's reign of terror. When Wellington commanded Maitland's Guards to rise from their concealed position and fire at point blank range into the oncoming French troops even Napoleon's trusted Old Guard were forced to flee the front line, pursued by bayonet-wielding allied troops. Or were they? For the very first time, games players, be they hardened wargamers or newcomers to the genre, have the opportunity to rewrite the history books in a way that recreates the atmosphere and realities of the battle of Waterloo.

The World in Miniature

Tabletop wargamers have long been accustomed to seeing the world laid out in miniature before them when they recreate historical battles. When low-cost microcomputers became available it was only natural that wargame fanatics would want to use them as a new medium for fighting hypothetical wars, but, because of the graphical limitations of the machines, they resorted to using standard military symbols to denote the type, size and position of troops.

Since then, the graphic and sound capabilities of PCs have advanced tremendously. Sadly, computer wargames haven't. There are still publishers that churn out game after game with lacklustre, symbolic graphics, and no sound to speak of. Dr. Peter Turcan went some way toward rectifying the problem when he introduced his 3D Battlefield system, but his games



The Battle of Waterloo

This is how the two armies were stationed at the commencement of the battle of Waterloo.

1. Halkett
2. Adam
3. Vivian
4. Tripp
5. Brunswick
6. Krust
7. Somerset & Ponsonby
8. Maitland
9. Pack
10. Lambert
11. Best
12. Saxe-Weimer
13. Jerome
14. Piré
15. Foy
16. Guard Cavalry
17. Bachelu
18. Quiot
19. Watties
20. Donzelot
21. Marcognet
22. Subervie
23. Durette
24. Jeannin
25. Simmer



(Above) The terrain mapping is based on historical maps of the landscape at the time of the battles. Unfortunately for sun lovers, the weather is also very realistic. (Right) A happy man on a horse... or is it a gay hussar?







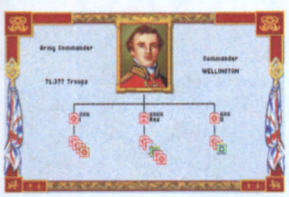
were still aimed at hardcore wargamers and featured an unfriendly parser rather than a point and click interface. Now MicroProse is about to put an end to all that. *Fields of Glory* is the first wargame to use a sophisticated graphics system in which foot soldiers are represented by miniature foot soldiers and cavalry by animated mounted soldiers. All commands are issued using the mouse, and there are even authentic battlefield sounds. A breath of fresh air is about to revive computer wargaming.

One Hundred Days

Fields of Glory takes as its theme Napoleon's 100 days campaign which began after his arrival in France, following his departure from Elba on 26 February 1815, and ended with his defeat at Waterloo on 18 June 1815. Four major historical battles are fought in this campaign: Ligny, Quatre Bras, Waterloo and Wavre. There are also two hypothetical tutorial battles, one in which a single French corps faces a single Allied corps and the other in which two French corps face two Prussian corps. These battles are to allow the player to get accustomed to playing the game, and to learn the mechanics of Napoleonic Warfare in general.

"We are trying to capture the excitement of table-top games but with the advantages of animation and speed that the computer offers. We want to move right away from traditional computer wargames."
Jim Bambra, Game Designer.

The game can be played as a series of individual battles or as a full campaign. The campaign is played on a 250 mile map in which flags represent leaders of divisions and corps. In this mode corps can be ordered to move to particular towns or areas. Victory conditions will vary from game to game, thus preventing this from becoming a one-play product. All small skirmishes that occur in this mode are handled automatically by the computer but whenever a major engagement takes place the player can choose whether or not to be pitched into the thick of it.





(Above) At any stage of the game you can check the chain of command. It does pay to know where the buck stops! (Right) Information on commanders and divisions canbe accessed simply by clicking on them.

Let Battle Commence

Battles default to an eight mile map, but the player can also switch to maps at a scale of 32 miles, four miles or one mile at any stage of the battle. Once the battle begins you can choose to accept the historical deployment of troops or to deploy them yourself. At this level troops are represented by miniature men, moving around on a contoured landscape with buildings, roads, woods and rivers all correctly placed.

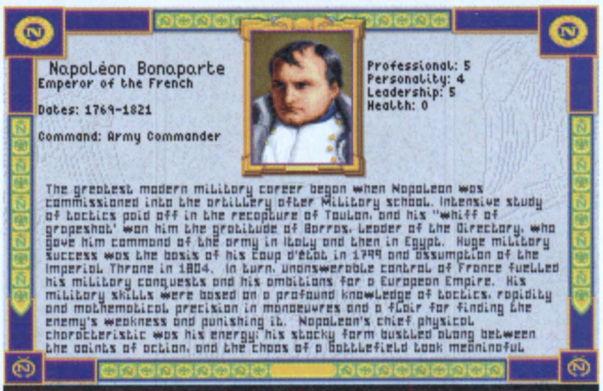
Unlike most wargames, which are turn based, the battles in *Fields of Glory* occur in condensed real-time, so the player becomes aware of the constant ebb and flow of battles at close quarters. There is even a realistic time delay between the giving of orders and their being carried out.

Foregone Conclusion

Fields of Glory should revolutionise the wargame genre by dragging it out of the domain of enthusiasts and into the appreciation of the general games player. It looks very much like Wellington and Napoleon could both have their finest hours again this summer, and because the system is generic and easily applied to other areas of war history, many more generals will hopefully see their victories and defeats recreated in the near future. Z

A Good Pedigree

The creators of *Fields of Glory* have all come from backgrounds that make them the ideal people to create such a revolutionary game. Jim Bambra, who came up with the original concept and co-designed the game, has been a keen wargamer for some years and worked for Games Workshop where he had a hand in designing the popular *Warhammer* rules. His co-designer, Adrian Earle, is also a keen wargamer and has created his own PBM game. The main programmer, Steven Green, was previously with ODE and worked on *Pacific Islands* and *Team Yankee*. The design team also had a lot of advice from MicroProse's German sales manager, Peter Hofschroer. Strange? Not when you discover that Hofschroer is an acknowledged world expert on the subject, with many books to his credit!



Facing The Facts

Not only is *Fields of Glory* a superb wargame, it comes complete with an extensive database. This contains accurate and complete orders of battle and biographies of commanders down to divisional level. All the main commanders are represented with accurate facial portraits, and the colours shown for each division are historically accurate.

Formation Lancing

Just to prove how realistic the whole system is, if you use historically proven tactics you should find that they work. There are a range of formations available to you: Column (for movement and assault), Line (which gives you more firepower but less cohesion), Skirmish (restricted to light troops, this formation is a loose line, more vulnerable to close assault), Square (a defence against cavalry charges) and Mixed (a combination of column and line). Two more formations are created by circumstance. Poor is a loose formation that occurs when crossing difficult terrain or coming under heavy fire, and Rout is a widely scattered formation of fleeing troops.



Quality Shareware

(PC only) with easy to use menus or on disc help to get you started. Shareware programs require separate payment to the author if found useful. Number of discs is in brackets after the name. HD=requires hard disc. Please remember to state disc size and to total up the number of discs.

Many more programs available.

Testware U.K. LTD.

ONLY £2.50 per disc when ordering 10 or more discs.
£3.00 per disc (2 - 9 discs)
Minimum order: £6.
Overseas, add £2.00 per order

Over 45,000 satisfied customers

BUSINESS APPLICATIONS

GALAXY LITE (1) WordStar Compat. & menus.
WORD FUGUE (2) (HD) Another brilliant WP.
PCTYPE 4 (4) (HD) One of the best.
POPSAURUS (2) (HD) Pop-up thesaurus.
SHARE SPELL (1) Stand alone spell checker.
MR LABEL (1) Flexible label printing program.
WAMPUM (1) Develop your own relational dBase.
ZEPHYR (3) (HD) Menu driven relational dBase.
CLUB (1) Simple membership system.
AS EASY AS (1) 123-style popular spreadsheet.
TUTOR 1-2-3 (1) Interactive tutor for Lotus 123.
INSTACALC (1) Pop-up spreadsheet.
FORMGEN (1) Form designing program.
PF FORM DESIGN (1) Popular form program.
TASK-PRO (1) (HD) Project management.
MANAGEMENT TRAINING (1) Teaches skills.
EASY STOCK MANAGER (1) (HD) Stock control.
PAGE FINANCE CONTROL (2) (HD) Accounts.

MUSIC/GRAPHICS

VECTOR DEMO (1) (HD) (VGA) Awesome!
MODPLAY PRO! (1) (HD) Play Amiga MOD files.
CD MUSIC PLAYER (1) (CD) (MSW3.1) Play CDs.
SCREAM TRACKER (1) Advanced version.
STM LIBRARY (3) Music files for Scream Tracker.

MS WINDOWS PROGRAMS

TOMMYSOFT CAD/DRAW (3 x 3.5" discs only) Brilliant CAD program for Windows.
LOGOGO (1) Change the Windows startup logo.
TERMINATOR (1) Windows "file shredder".
TOUCH TYPING TUTOR FOR WINDOWS (1)
BACKROOM BOY (2) UK Personal Organiser.
WINJAM (1) Full featured midi sequencer.
ARCHIVES (1) PKZIP/PKUNZIP front end.
CD MUSIC PLAYER (1) Play audio CDs.
CLIPBOOK (1) Store multiple pages of clip art.
GRABIT (1) Screen capture program.
WINDOWS SCREEN CAPTURES (1) Grabbers.
MICROLINK (1) Excellent comms program.
TODAY FOR WINDOWS (1) Horoscope program.
TOILET (1) Delete files by flushing them away!
WINDOWS TETRIS (1) Collection of Tetris games.
WINWAV (1) Apply sounds to any Windows event.
WYNDFIELDS (1) Relational database.
PAINTSHOP PRO (1) Popular picture file util.
WINSPELL (1) Checks spelling in any MSW prog.
BIGDESK (1) Increases the size of the Desktop.
ZIP MANAGER (1) Controls, PKZIP, LHAR, etc.
GRAPHIC WORKSHOP FOR WINDOWS (1).
SCREEN PEACE (1) Screen saver.
WINDOWS ICONS (1) Hundreds of icons.
ICON TOOLS (1) Edit, draw or view icons.
WINDOWS TOOLS #5 (1) including WINZIP.
SOUNDER (2) Digitised sounds through speaker.
ACTIVE LIFE (1) Calendar, appointments, dialler.
ORGANISE (1) Personal information manager.
CHOMP (1) PacMan game.
WINDOWS GAMES (1) 12 games, Yahtzee etc.
WINDOWS BACKGAMMON (1) Very good.
WINCHESS (1) Very good chess game.
BATTLE ON DISTANT PLANETS (1) Combat
CASTLE OF THE WINDS (1) Fantasy role play.

Shareware from the people you can trust.
Printed catalogue FREE on request.
Tel: 0423 886415 (anytime)
0423 880471 (9 to 5 only)
FAX: 0423 889728

GRAPHICS

ENVISION PUBLISHER (2) (HD) Fantastic DTP.
PRINT PARTNER (1) Banners, letterheads, signs.
PCX SUPERSHOW (2) (HD) Create presentations.
GRAPHIC WORKSHOP (2) (HD) Convert/view pics
DRAFT CHOICE (1) Easy and very popular CAD.
EASY DRAW (1) Technical drawing.
CHARTS UNLIMITED (1) Flow/Org. charts, etc.
NEO PAINT (1) (HD) 2/16/256 colour PCX drawing.
FINGERPAINT (1) B/W PCX drawing program.
FINGER VGA (1) 256 colour PCX drawing.
VGA PAINT (1) 248 colour drawing.
COOPER SET PCX (2) Over 1500 pics.
PCX HOLIDAY (1) 48 holiday pictures.
FRACTAL GRAPHICS (1) PCX fractal drawing.
SOFTSCENE PCX (1) 24 high quality scenes.

DOS UTILITIES

PKZIP/PKUNZIP (1) THE file archiver!
PKZMENU & PKLITE (1) Two utilities for PKZIP.
HYPERDISK (1) (HD) Disc Caching.
SAFEPACK (1) (HD) Hard disc de-fragmenter.
FLEXIBAK PLUS (1) (HD) Hard disc back-up.
MCAFEE VIRUS TOOLS (2) Anti virus programs.
COPYMASTER (1) Make copies of almost any disc.

PROGRAMMING

C TUTOR (2) Excellent tutorial with examples.
PERSONAL C COMPILER (1) Best compiler.
A86/D86 (1) Fast Assembler/debugger.
TURBO PASCAL TUTOR (2) Very good tutorial.
8086 TUTOR (1) Introduction to Assembler.

HOBBIES & INTERESTS

BROTHER'S KEEPER (4) Popular genealogy.
FAMILY TREE (2) Prints family tree chart or book.
FOOTBALL FORECAST (1) Pools/fixed odds.
PUNTER'S PAL (1) UK horse racing analysis.
ORGANIZE! (1) Choose: Music, Stamps, Videos.
ASTROMART (1) (HD) Calculates Astral Charts.
ONLINE BIBLE V6 (10 X 3.5" discs) (HD) Old and New Testament. Also includes **GREEK/HEBREW LEXICON and CROSS REFERENCES.**
ELECTRIC ALMANAC (1) Astrology, IChing, Tarot.

TESTWARE USER GROUP

When you order goods from Testware you receive a FREE membership to the user group. Members receive regular copies of our newsletter, TESTWARE NEWS, together with money-off vouchers and special offers. Testware News keeps members informed of the latest Shareware releases and other news from the world of Shareware, So for special offers only available to members, money-off vouchers and regular copies of TESTWARE NEWS, order from us today and get your FREE membership!

EGA/VGA GAMES (Need Hard Disc)

COMMANDER KEEN I (1)
COMMANDER KEEN II (2)
COMMANDER KEEN III (1)
JILL OF THE JUNGLE (1)
WOLFENSTEIN 3D (1)
SHOOTING GALLERY (1)
BOLO ADVENTURES (1)
FORD SIMULATOR III (4)
LADDERMAN (1)
CRYSTAL CAVES (1)
CORNCOB 3D (1)
SECRET AGENT (1)
LAST/HALF DARKNESS (1)
JUMPMAN LIVES (1)
SANDSTORM (1)
EGA TREK (1)
CAPTAIN COMIC (1)
SPEAR OF DESTINY (1)
BOLO II (1)
MINDCUBE (1)
GOLDHUNT (1)
DOMINATION (1)
BANANOID (1)
BATTLE OF ATLANTIS (1)
PHARAOH'S TOMB (1)
LEGEND/MYRA (1.44Mb)
SOCCER GAME (1)
COSMO'S... (1)
DARK AGES (1)
HUGO III (2)
F-117A (3)
ANCIENTS I (1)
GALACTIX (2)
PHYLOX (1)
STARFIRE (1)
DUKE NUKEM (1)
KEEN DREAMS (1)
HOOSIER CITY (1)
CRUSHER (1)
PAGANITZU (1)
BOLOBALL (1)
KILOBLASTER (1)
KUNG FU LOUIE (3)
EGAINT (1)
ALPHAMAN (1)
OILCAP (1)
CUBER (1)
TRIBOLO (1)
AVARICIUS (1)
ROBOMAZE III (1)
OVERKILL (1)
BACKGAMMON (1)
POWER CHESS (1)
STARDUEL (1)

EDUCATION

HOORAY FOR HENRIETTA (1) (VGA) (HD) (3.5").
HENRIETTA'S BOOK/SPELLS (VGA) (HD) (3.5").
SPELLBOUND! (VGA) (HD) (3.5") Age 7 to adult.
MONKEY BUSINESS (1) (HD) (EGA) (286) Age 7+.
WHERE'S THAT MOUSE? (1) (HD) (EGA) (286) 4+.
PC LEARNING GAMES (4) (EGA) Age 2 to 8.
WORD RESCUE (1) (EGA) (HD) (3.5") Age 4 up.
MATHS RESCUE (1) (EGA) (HD) (3.5") Age 4 up.
ANIMATED ALPHABET (2) (HD) (EGA) Age 2 to 6.
ANIMATED WORDS (2) (HD) (EGA) Age 2 to 6.
ANIMATED MATHS (1) (HD) (EGA) Age 2 to 6.
PAVIA GAMES (2) (CGA) For pre-school to 10 yrs.
DINO'S BUCKET DROP (1) (CGA) up to age 10.
ANDYS WORD GAMES (1) (CGA) For age 7 to 11.
WORD PROCESSING FOR KIDS (CGA) Age 4+.
EGA COLOURING BOOK (1) (EGA) Very good.
ABC TALK (1) (CGA) Teaches reading: age 1 to 7.
ABC FUNKEYS (1) (CGA) Age 2 to 6.
PRE-SCHOOL EDUCATION (1) (CGA)
PRE-SCHOOL EGA (1) (EGA) (mouse)
TOUCH TYPE TUTOR (1) Easy to use tutor.
FRENCH TUTORS 1 & 2 (2) Multiple choice test.
GERMAN TUTOR (1) Multiple choice tests.
GEOCLOCK UK (1) Map/time with moving sun.
MONARCH (1) Database of English Monarchs.

NEW ADDITIONS

IKONIZE (1) Capture icons/wallpapers for Win3.
ICON MENU (1) Icon driven menu for your progs.
GORIN DESKTOP (1) Brilliant icon driven desktop.
PSCS (1) Multi Autoexec and Config system.
COUNT AND ADD (1) (VGA) (HD) For ages 3 to 6.
MAJOR STRYKER (1) (EGA) (HD) From Apogee.
PCX SUPERSHOW III (2) (HD) Latest version!

PROGRAM OF THE MONTH: 1993TRIS (1 disc) (mouse) (VGA) Great new Tetris type of game. As well as falling blocks, there are many extra features.

Access

Order 5 or more Shareware discs and choose 1 extra disc FREE!

VISA

Dept PCZ, TESTWARE (UK) LTD, 46 The Avenue, Harrogate, N. Yorks. HG1 4QD

24 hour dispatch by first class post. Many more programs available. ACCESS, VISA & SWITCH cards.

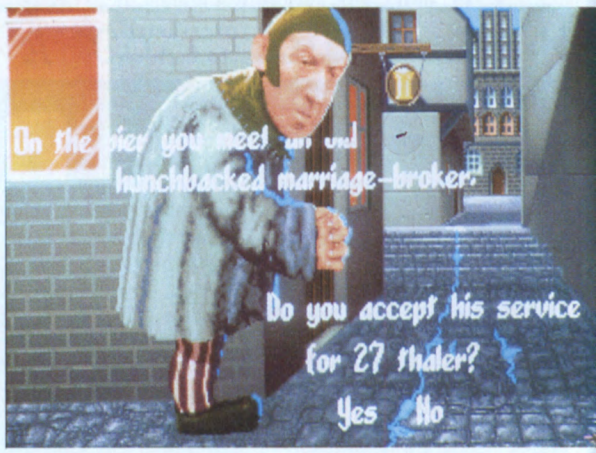
Blueprint

Patrician

PUBLISHER: Ascon | PRICE: £34.99

TELEPHONE: 071 490 2944 | OUT: June

Would you buy a used wife off this man?



As he gets progressively older, fatter and balder Paul Lakin is looking less like an angry young man and more like a fat cat businessman. Positively Patrician in fact.



FOR THE UNINITIATED the Hanseatic League may sound like the German equivalent of the Vauxhall Conference. However it was in fact a loose trading confederation of medieval cities based largely within the area of modern day Germany. The towns really marked the beginning of the end of the feudal era with the rise in wealth and importance of the merchant class. The league itself was pretty well crippled by the Thirty Years War (war might be good for business but it's lousy for trade) but in its time it was the economic hub of central Europe and beyond.

Patrician, developed in Germany by Ascon, is an attempt to capture the feel of this era. You start life as a humble merchant with one ship and a small amount of money. However the world is your oyster and with skilled trading, the right amount of patronage and a judicious bit of sucking up you might end up as Mayor of your city from where you can reach the dizzy heights of Alderman or Patrician of the Hanseatic League.

To reach the level of Patrician you'll need to master a vast range of fields. Not only trade but politics, combat, ship building, marriage... the list is endless. Well it's not really endless, that's just a cheap journalistic way of getting out of actually listing all the options. So to give you some idea of the scope of the game here's a look at the options open to you from the main street.



THE STREET

The centre of the town, where it all happens. Well to be honest not much happens except some seagulls wing their way past you. However it's from here that you access the main action of the game.

SHIPYARD

You start *Patrician* with a fairly basic ship. As the game moves on you'll want to keep coming back here for repairs and of course bigger, more grandiose sailing vessels.

THE OFFICE

The office is your headquarters and the nerve centre of the game. From here you can keep an eye on your inventory, check up on the general situation of the town and access two of the most crucial game screens.

THE LEDGER

This book is where it all happens, it enables you to buy and sell goods and also keep a keen eye on what goods the town has a surplus or shortage of. It's this information which guides which goods you buy or sell in which town.

THE MAP

Once your ship is fully laden, the map allows you to select its destination. It's just like *Treasure Hunt!*

THE BANK

"Neither a lender or a borrower be." might be sound moral advice but you're not going to get very far in *Patrician* if you follow it. At the bank you can negotiate rates of interest and length of loans as well as offer loans yourself. Ah the sin of usury.

THE INN

Of course the upwardly mobile man of affairs doesn't have time to hang around in pubs discussing Bremen Town's chances against Hildesheim Utd in the Hanseatic Cup. However the Inn is a vital location, it's here that you recruit crew for your ships, employees for your offices and – if you fancy living a bit dangerously – pirates.

THE MARKET PLACE

Ah, the earthy hustle and bustle of the medieval market. You're probably rather above that sort of thing, as you swan around town in your ermine lined carriage. Still this is the place to check out the word on the street (was that we heil or we hate that the crowd were yelling to you?) If you're as popular as a tax collector then throwing a little (or big) feast might be a good idea.

THE CHURCH

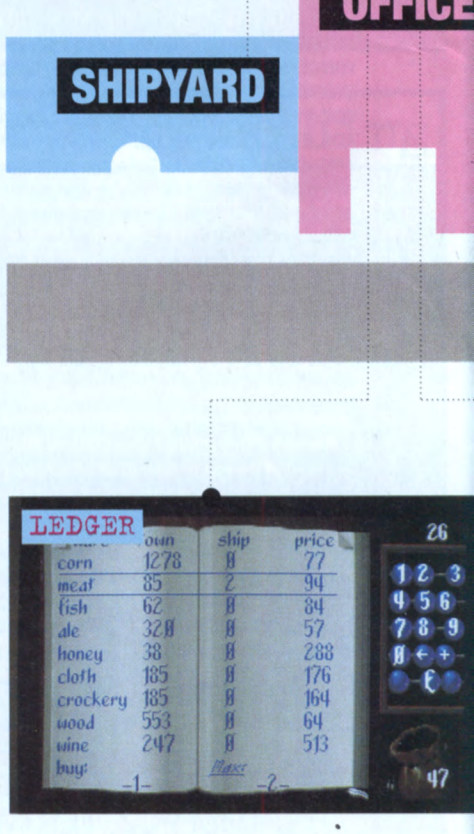
Strictly speaking the Medieval Church disapproved of excessive wealth creation particularly when the money wasn't earned through labour. However the church has never let anything as minor as theology get in the way of the fast buck. As an image conscious merchant you'll come here to buy indulgences for your sins and patronise the beggars.

THE TOWN HALL

This is where you dabble in some serious toadying as you try to pay your way into a Guild. You can also trade in ships and information... or simply admire the architecture.

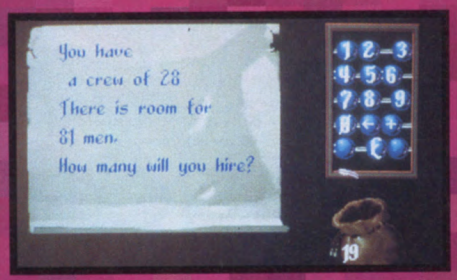






Bored of endless shoeing of horses the blacksmith dreams of greater things.

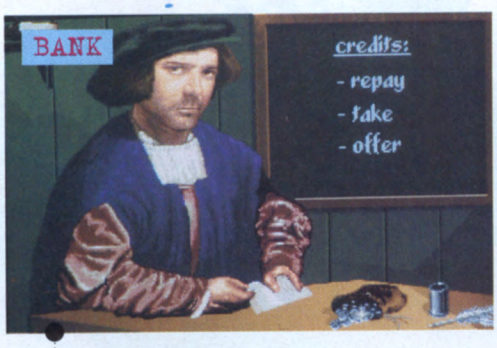




General Accounting

There's far too much going on in *Patrician* to show everything here (besides we haven't got pictures of all of it). As well as all this trading malarkey you need to go to The Bath House for some underhand political dealings (and to get clean of course), deal with a marriage broker and fight off pirates on the high seas. And that's just for starters. As you get more into the game there's more game for you to get into since the higher the rank the greater the responsibility. The Mayor has to worry about the town's survival as well as his own. Ah it's lonely at the top. So they say.





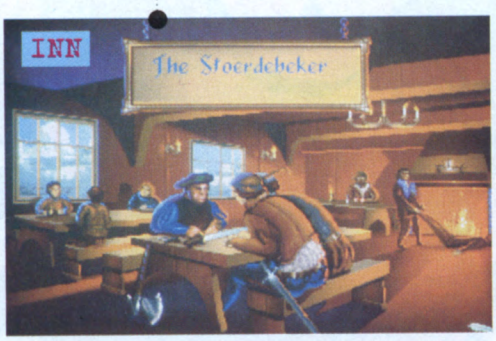




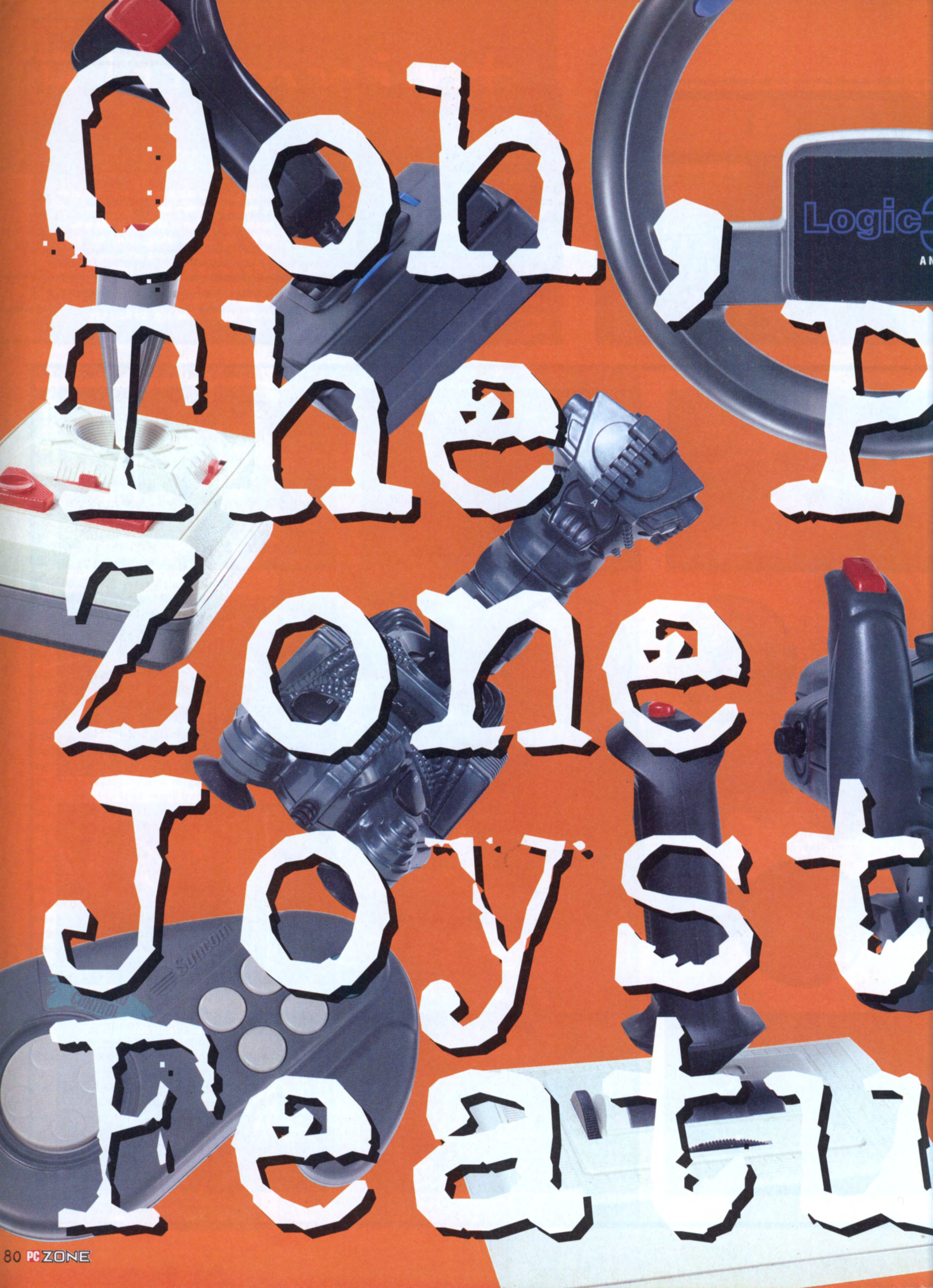











Oh, the
Joystick
Logic
AN

It's Big Stick Time



It's important when launching a new magazine to blag as much stuff as possible by running features on different desirable items in your early issues. Last month it was soundcards; this month it's joysticks and next month it will be rent-controlled flats in central London. It's also important to pick someone to do it who's too thick to keep all the best ones for themselves: naturally we plumped for our resident moron, Patrick McCarthy.

FIRST OF ALL this feature is not pretending to be the definitive guide to every available joystick. Try to see it, instead, as a leisurely stroll through the dense, aromatic and spoor-littered jungle of joystickdom, with the occasional pause to sniff the odd dropping or two.

There are so many PC joysticks about that it's impossible to include them all in one feature – and we're certainly not going to try, largely because one, we really can't be bothered to do so; and two, some of the people who said they'd send us stuff didn't get it to us in time for the article's deadline. Won't they feel silly when their direct competitors are praised to the high heavens? Not that I'm bitter about it, or anything. Anyway, if you have a particular joystick that you think is the absolute biz and you'd like to see in our next joystick feature (which should appear shortly after we break all these ones) why not send it in to us, and we'll do what we can to keep it.

Anyway, let's move seamlessly into the feature itself. "What tremendous scientific principles and methods," you're probably saying to yourself, "were utilised to ensure that these joysticks were fully and accurately tested?"

"Ha-ha and ha-hee," I can reply, somewhat smugly as it happens, "The Happenstance Theory was fully invoked, as indeed was King Ludd's open-minded approach to innovative machinery and Mahatma Ghandi's non-violent-resistance techniques to people who tried to steal the things from my desk." *(Mr Ghandi did not hit people with a cricket bat. Ed)* Alright, I adapted the technique a little. To balance all this, I also had a "control" experiment running, whereby the games were

played without the use of any hardware at all, just by staring at the screen and hoping.

What happened was this: joysticks arrived in box; box got ripped open with a passion that only someone who never got any presents as a child can muster; joysticks were grabbed by greedy *PCZ* staff; *PCZ* staff were beaten back by determined campaigner for consumer affairs; campaigner fled building with joysticks; campaigner got run over by large articulated lorry outside building.

This is when our crack squad took over. We tested the joysticks, joypad and joysteeringwheel, playing arcade games, platform games, flight sims, sports games and driving games where possible and appropriate, and attempted to have sex with them if their shape was particularly evocative.

Everything's been marked out of five for their ergonomics, their value for money and how good they'd look stuffed down your pants. We haven't bothered marking on looks because we have no taste whatsoever. Overall marks are out of ten. The comparative colour co-ordinated bar-chart I was working on got stolen from me and ripped up by some bullies on the bus and I haven't got any sellotape and anyway they ate a bit of it.

CHEETAH ARGOSTICK

Claims to have a "futuristic" as well as an ergonomic design. As everyone knows, futuristic is just another word for "lacking taste." Obviously it's intended to look like something from *Alien*, and I can't help wondering what made them think the average PC gamesplayer would be attracted to that – it seems more suitable for an eight-year old. Has a very loose feel, which doesn't help in a flight sim and is even worse for action games. Despite their claims, it feels distinctly un-ergonomic, too.

Features: throttle control, X and Y trim control, buttons on base and stick, "quick fire" button, microswitches
Ergonomics: ❶ ❷
Value for money: ❶ ❷ ❸
For: Might be useful for scaring small children
Against: Looks, feel and blister-producing capability
Price: £24.99
Produced by: Cheetah
Tel: 0222 867777

OVERALL

3



KONIX SPEED KING (ANALOGUE)

Allegedly an "ergonomic" design which actually doesn't fit the hand very well. Lack of a base means both hands are needed to use it, so it's completely useless for any games which involve using both stick and keyboard controls – i.e. flight sims. It's a shame, because it's presumably an analogue version for those very games, and it actually has quite a good feel when flying. Ah well.

Features: Er... nothing, really.
Ergonomics: ❶ ❷
Value for money: ❶ ❷
For: Nice "feel" when flying
Against: The shape
Price: £14.99
Produced by: Konix
Tel: 0495 350101

OVERALL

5



CHEETAH TURBO FIGHTER

You have to have a certain amount of courage to use this: what will your friends say if they catch you playing with a joystick that's bigger than your PC? It's obviously only intended for flight sims, so we didn't do anything wacky like play *4D Sports Boxing* with it. It has a reasonable feel to sideways movements, but pulling back takes too much effort, and it's impossible to use without the clamp provided. It's quite tiring too, because you can't rest the weight of your arms on the handles without risking sending your plane into a screaming dive. It's also worth noting that not many flight sims support a yoke.

Features: throttle control, centring adjuster
Ergonomics: ❶ ❷ ❸
Value for money: ❶ ❷
For: Can rest a cup of tea on the top of it
Against: People laugh at you when you use it
Price: £49.99
Produced by: Cheetah
Tel: 0222 867777

OVERALL

5



CHEETAH POWERPLAY

This is quite a nice joystick, with a smallish stick that encourages you to hold it with your fingertips. It has a similar feel to the Kraft, and quite a nice touch for flight sims, with just about the right amount of tension in the stick. It seemed fine on driving games, too, but my natural caution prevented me from giving it everything on *4D Sports Boxing*, as it feels quite fragile.

Features: X and Y axis trim control
Ergonomics: ❶ ❷ ❸
Value for money: ❶ ❷ ❸ ❹
For: Quite a good stick for the money
Against: Shortish lead
Price: £24.99
Produced by: Cheetah
Tel: 0222 867777

OVERALL

7



KONIX SPEED KING (DIGITAL)

Same shape as the analogue version, but this is one of the few digital PC sticks available, and is intended for sports and action games and general bashing about. It's certainly sturdy enough, but the shape makes it difficult to hold and make violent movements – the effort required ensured my left forearm ached like jiggery after three fights in *4D Sports Boxing*. The other problem is that you need to hold the stick pretty tightly to enable yourself to whack the stick about, and it's hard to do that without using the fingers you need to press the fire buttons: generally I find that a pistol grip works better for digital hand-helds.

Features: None.
Ergonomics: ❶ ❷
Value for money: ❶ ❷
For: very sturdy
Against: the shape
Price: £14.99
Produced by: Konix
Tel: 0495 350101

OVERALL

4



EUROMAX MS500

This has one of the widest range of movement on a joystick that I've seen. To make a right turn in a flight sim you have to virtually put your hand out the window, and to climb you find the top of the stick in your lap. It's fairly smooth, and I suppose the amount of movement might be good exercise for the more sedentary among us, but it doesn't live up to its claim of being "two sticks in one" at all. Thoroughly unrecommended for action games.

Features: X and Y axis trim control; throttle control; auto fire; microswitches
Ergonomics: ❶❷❺
Value for money: ❶❷
For: Good callanetics potential
Against: Not for use in small rooms
Price: £19.99
Produced by: Euromax
Tel: 0262 601006

OVERALL

4



CH FLIGHTSTICK

This award-winning stick has a massive base that, when combined with the spring-free movement of the stick, produces a very stable feel. It's very comfortable and has a good, accurate and responsive feel, probably thanks to the central "rolling-bar" type... er... mounting thing that the stick's attached to and that the *Euromax MS500* got slightly wrong. Outstanding for flight sims; not for action and platform games.

Features: throttle control and X and Y axis trim control
Ergonomics: ❶❷❺❹❺
Value for money: ❶❷❺❹❺
For: The best flight-sim stick we tested
Against: Er... might hurt if you swallowed it?
Price: £45.99
Produced by: Westpoint Creative
Tel: 0743 248590

OVERALL

9



SUNCOM COMMAND CONTROL PAD

This seems to be an attempt to bring all the thrills of owning a Super NES to the PC. Why anyone would want to do that is beyond me, but there you go. I've got nothing against joypads – some of my best friends are joypads – but they're very easy to get wrong, and this is an awful one. Responsiveness from the directional pad is so poor that even moving between items on a menu can be a pain – changing direction or selecting angles in a hurry is virtually impossible, and you need both hands to do it. Even good joypads cause horrendous cases of "Nintendo thumb" – imagine what this would do.

Features: auto-fire and simultaneous-fire buttons
Ergonomics: ❶
Value for money: ❶
For: Useful for wedging under the leg of a wobbly desk
Against: It's crap
Price: £19.99
Produced by: Suncom
Tel: 0285 642211

OVERALL

1



KRAFT PREMIUM III

Despite its rather insignificant looks, this is a good joystick. It's definitely a finesse, "fingertip control" type, with a nice feel, good responsiveness and centring, and it's very accurate. Although the build quality is good it probably won't take a great deal of violent whacking about, so this should be borne in mind if you occasionally allow yourself the odd spot of violence.

Features: X and Y axis trim control; free or auto-centring stick
Ergonomics: ❶❷❺❹
Value for money: ❶❷❺❹
For: Excellent flight-sim stick
Against: Not recommended for clumsy bastards
Unfortunately: these are out of production but try looking for them in second hand shops.

OVERALL

8



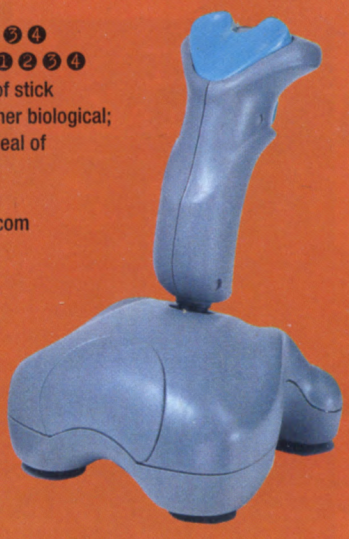
SUNCOM FX2000

The big selling point for this new stick is that the forward-canted pistol-grip can be twisted and locked diagonally to suit left – or right-handed players, or left centred. Personally I found the angle was such that it seemed more likely to suit left – or right-handed chimpanzees. Likewise I suspect the top fire-button is designed for looks rather than ergonomics, and would be quite satisfactory with a straightforward oval button. The base is a little odd, and not the kind of thing you like to be seen resting your hand on too freely. Left centrally, however, it has a nice, light feel and responsiveness, and is a good flight-sim stick. Could lead to embarrassing moments if caught waggling with it.

Features: moveable grip on handle; switchable fire buttons; selectable auto-fire; throttle control; X and Y axis trim control
Ergonomics: ❶❷❺❹
Value for money: ❶❷❺❹
For: Canted angle of stick
Against: Looks rather biological; causes a great deal of rude comments
Price: £29.99
Produced by: Suncom
Tel: 0285 642211

OVERALL

8



LOGIC 3 ANALOG

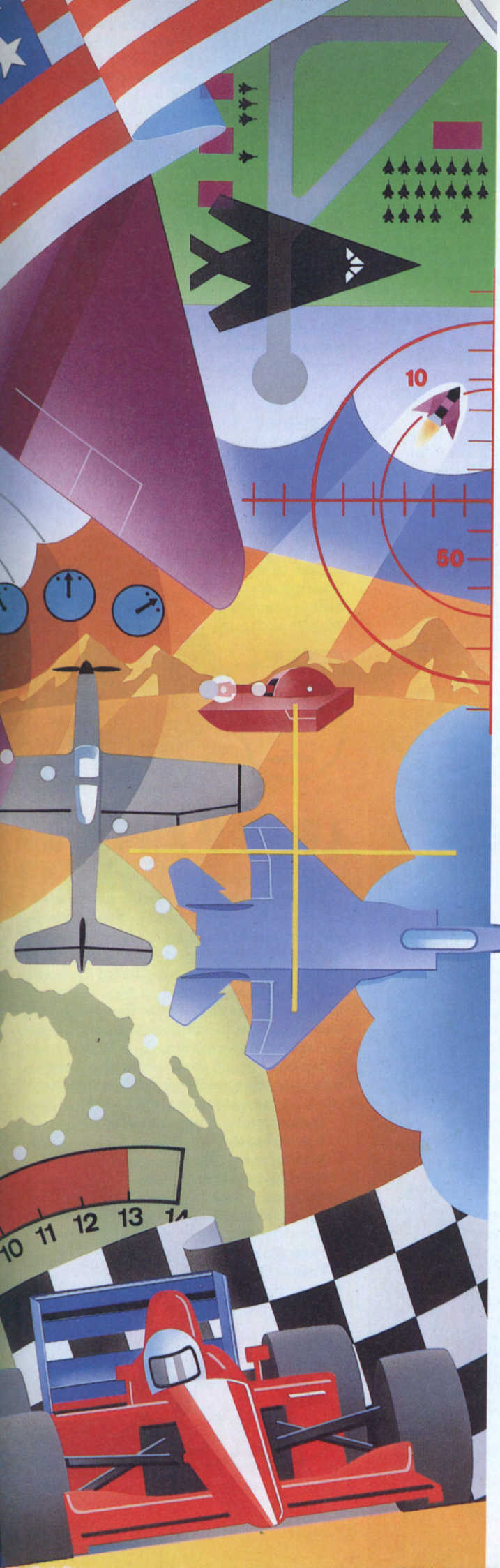
This is an analogue steering wheel. Unfortunately it's an analogue steering wheel without a base of any kind – it works by registering how far you tilt it, which means you have to hold it in mid-air, which means your arms get tired after one lap of Silverstone. Sitting holding it, you can't help feeling like a child with one of those stick-on jobbies, except this one doesn't have a yellow plastic horn in the middle. It's incredibly vague controls make you lean at ridiculous angles as you try to get your car to turn, and could well cause an epidemic of broken collarbones from people toppling off their executive chairs. That's if anyone buys it, which I doubt.

Features: a steering wheel with a lead
Ergonomics: ❶❷
Value for money: ❶
For: Could be fashioned into an attractive hat
Against: Might well upset vertigo-sufferers
Price: £39.95
Produced by: R.C Simulations
Tel: 0272 550900

OVERALL

1





The best selling range of joysticks in the U.S. have just landed in the U.K.

CH Products have arrived with America's best selling range of superior computer joysticks, gamecards and trackballs. Now available nationwide.

Designed and manufactured to the highest standard, CH's reputation for providing quality, performance and reliability have made their range the most popular and pleasurable way to spend time on your PC.

The best selling Flightstick gives you superb control, with lightening quick reaction times to enhance your flying skills and defeat your enemy.

A breakthrough in flight simulation realism comes with the Virtual Pilot, the newest addition to the range.

Working and feeling the same as a real airplane yolk, features include flap and gear controls, and tactile fire buttons. The ultimate flying experience at your fingertips.

Also available, a versatile series of quality joysticks and gamecards, perfect for the active gamer at a price that's right!

So check out CH Products and fly the best.

CH PRODUCTS



WESTPOINT CREATIVE

Delta House, 264 Monkmoor Road, Shrewsbury SY2 5ST
Tel: 0743 248590 Fax: 0743 248199 Bulletin Board: 0743 360287

bits & PCs

SEND YOUR QUESTIONS TO: BITS & PCs, *PC ZONE*, 19 BOLSOVER ST. LONDON W1P 7HJ



If your PC's giving you grief, you can't sleep at night for worrying about your High Memory Areas or are fretting about your external drives when you should be concentrating on the game, then write in to *Mark Burgess* for a soothing word or two.

Paint It.. Red.

I'M FED UP with boring white computers. Is there any way to customise mine and paint it red or something?

Tony Boorman, Birmingham.

The case is the easy part. It's only metal (or plastic). Take it off the computer and do the painting in another room – you cannot risk the solvents attacking the thin layers of sealant on the PCBs. If you are using a spirit based paint, test it first and follow the paint maker's instructions for priming surfaces.

Take good care of the computer while it's naked – don't use it and don't cover it with anything that will generate static (an insulating plastic) or drop fluff (the dog's blanket).

Don't paint the chassis itself. Your main problem will be the monitor. You should never dissemble a monitor – it has a live chassis and powerful capacitors that can kill you after it has been switched off. Yet if you try to paint the case while it's on the monitor you have the danger of paint dripping down the vents.

I personally would forget the whole idea. It would be almost impossible to do completely and well. What's wrong with cream anyway? It's restful. Incidentally, you can order a Cray computer in any colour you like. But where would you put one of those? **MB.**

Wind. Speed

I FIND WINDOWS runs very slowly on my 386 machine. Is it worth getting one of those accelerator cards?

Chris Enfield, Shaftesbury, Dorset

You don't mention how much memory you have – pretty weird considering I made up your letter to fill space. I would always look at memory first and then processing power and disk space before I bothered with anything else. You need at least 2Mb and at least a 386 to run Windows comfortably. Added to that should be a hard disk of at least 60Mb. I know the Windows 3.1 manual says that for standard mode you need 286 or above with 640k base & 256k extended memory and 6-9 Mb free on the hard disk. There may even be people out there trying to do it – but I bet they're prematurely aged.

You've configured the computer's memory to extended memory as the manual asks have you? Just asking.

I wouldn't bother with graphic accelerators unless you really do a lot of CAD stuff under Windows – and with your set up you'd be insane to do that. RAM cards don't earn their keep yet either. On board RAM is the best idea. You need a maths co-processor only if you do lots of calculations – surprising but true. You might look at a bigger drive (or a better drive such as a SCSI), because of the way Windows pages to disk, but a SCSI will only be worth the cost if you use large graphics or database files. Otherwise an ordinary hard disk of at least 60Mb, preferably 107Mb or above, will work wonders. **MB.**

Disk-repancy

I'VE SEEN a device that allows you to use DD disks as HD. Is there really no difference between them?

Ray Maloney, London N1

If you speak to the manufacturers of the gadget, no; if you speak to the manufacturers of the disks, all the difference in the world. But they would say that, wouldn't they? I'm not convinced that the only difference between DD and HD is a little hole in the bottom right hand corner.

The story I believe is that the disk medium starts out the same but some batches of it test worse than others. These 'off HDs' become DDs and the corrupt parts can be ignored. This explanation probably offends both parties.

Scott Mueller has tested these pseudo 'HD' disks and found that they gradually lose data after six months. So if you use them, use them for temporary, non-critical work and rewrite the data every couple of weeks or so. Scott Mueller's book, Que's Guide to Data Recovery (ISBN 0-88022-541-6; £27.45), is a thorough, if techie, guide to everything you wanted to know about disks. **MB.**

Stic-key

MY KEYBOARD is fairly old and some of the keys need a hefty thump to get them to work, others stick. Do I need a new keyboard?

John Murray, Stroud, Glos.

I think it's just dirty. The things that can go wrong with keys are stuck springs and broken contacts. More frequently lots of fluff, rice from take-aways, cigarette ash and sticky coffee gets lodged in the keyboard because you – and everybody else – can't be bothered to use a dust cover.

You can try one of those vacuum cleaners that look as if they're designed for hamster cages or you could dismantle the keyboard and blow. Remember that it's made up of lots of switches and that if they are the spring type – rather than the magnetic or membrane type – then the springs will take off in all directions, like the clutch on an old English motorbike. If keys are getting stuck try levering them up gently otherwise its nimble surgery with thin-nosed pliers.

The keyboard has its own ROM that does a quick self check on power up. That's what those lights and beeps are all about. If your keyboard doesn't go through this song and dance when you switch on then the problem is more deeply rooted and probably incurable. Unless you just forgot to plug it in. **MB.**

What's In A Number

I've just caught up with the 486 chip and now there is a new one called the Pentium. Is this the same as the rest of the 86 family, or does the change of name herald a radical departure?

Richard Frost, Chesham

No, its the same 80586 that was scheduled for introduction in 1992. The reason for the snazzy name is that Intel got so fed up with other chip makers calling their processors by the Intel numbers that they tried to copyright the designation '586'. However, a court ruled that you couldn't patent a number and so the new chip was given the legally protected name of Pentium. **MB.**

Turn On

SOMEONE TOLD me that it was a mistake to switch a computer on and off all the time Is this true?

Richard Shannon, Farnham, Surrey

Yes, because the changes in temperature within the computer will make the various bits of metal expand and contract. This can cause chips to edge out of their sockets. Many computers are left on all the time. Those in laboratories for instance, or those used as file servers. However, the home is a different matter. I turn on the computer in the morning and switch it off at night. Two reasons; 1) while on it is consuming power, and 2) it will get hot. I would feel a bit foolish if the damn thing burnt down my flat in my absence. So don't switch your computer on and off for each session, but I would turn it off before going to bed – tell it you've got a headache. **MB.**

Fail Safe

I GOT THE message 'FAIL ON INT 24' while trying to access a disk the other day. What does it mean? I can't find it in my DOS manual.

Paul Rastrick, Watford.

DOS is trying to tell you something. I'm sure that it had been giving you the famous

'General failure reading drive A
Abort, Retry, Fail?'

message for some time and you simply kept bashing the keys in frustration. 'FAIL ON INT 24' is just another way of saying the same thing: it's the error code issued by DOS during some writing or reading operation. The most normal cause is an attempt to force DOS to read an unformatted disk.

Incidentally, your response to the 'Abort, Retry, Fail?' should take into account what you want to happen next. It's not a loop and it's no use trying everything to get out. Fail returns to the program with an error message, Abort jumps to the next instruction in the program and Retry... well, has another go. **MB.**

Expansive

HOW MANY expansion boards can I put in my computer at one time?

John Whattam, Aldershot

However many you can fit in. Oh, you mean safely. As many as will fit into your expansion slots without

☞ *(a) clashing with each other or (b) overloading the PSU (Power Supply Unit). You will find out about (a) because the board will stop working and may even tell you why. You should be able to alter the IRQ (Interrupt Channel) and sort out the problem. Most cards elbow each other for IRQ 2, 3, 5, 7 or 10. The systems timer uses 0, the keyboard 1, COM port 2 may use 3, COM port 1 uses 4 and the floppy disk controller uses 6.*

Problem (b) will announce itself by blowing the fuse. Either take out one or two of the cards or fit a PSU with a higher rating.

When you put expansion boards in make sure that you tighten the holding screw at the top. If the cards are loose they could knock against each other and short out. **MB.**

The Modem World

I'M THINKING of buying a modem. It will be used mainly for leisure – i.e. BBS. What should I look for?

Graham Moorcroft, Nottingham

Modems are either external – connected to the serial port – or internal – in the form of an expansion card. The advantages of the external ones are that they are generally more powerful and can be shared by a number of computers. However, they may be more powerful than you need. The internal modems are cheaper and good enough for all but the most exacting tasks.

The first thing about your modem is how fast it can transfer data. This is measured in bits per second or bps. Divide this figure by ten for a rough idea of how many characters per second that means. Current rates are as follows:

Standard	*receive*	*transmit*
V21	*300*	*300*
V22	*1,200*	*1,200*
V22bis	*2,400*	*2,400*
V23	*1,200*	*75*
V32	*9,600*	*9,600*
V32bis	*14,400*	*14,400*

Most BBS will support all of these standards.

As well as the speed of transfer, modems differ on error correction and data compression. Error correction involves the receiving modem checking the data and sending a message to the transmitting modem asking it to re-transmit. Data compression, as the term suggests, means less time on line and so lower bills. Both these features can be implemented by software (slow) or hardware. All you need to know is that the standards for error correction are MNP Classes 1-5 and 10 and V42 and V42bis.

You will need software to drive the thing; there is an excellent shareware program called EaziLink, available from most libraries and, of course, Bulletin Boards (registration fee: £25). A new program called Odyssey (registration fee: £89) is supposed to be absolutely brilliant. If you are going onto Compuserve, you might like to check out TapCIS, an efficient manager of your time off-line. Registration fee is $79.

I'd better end by saying that the standard for modems is that set by Hayes so make sure that yours is Hayes-compatible, although I don't know of any that aren't. **MB.**

Exchange Or Mart

I am thinking of upgrading from my old Amstrad 1286. What chance do I have of selling it, or using it in part exchange?

Audrey Verran, Plymstock

Yesterday's computer isn't quite as unsellable as yesterday's newspaper, but they run close. The price of computers is falling all the time – as a glance at the ads will tell you. I would forget about part exchange. Even if you got somewhere that would accept your computer, it would only give you a derisory amount. Your computer is, to be frank, past it. It is better to sell it to a friend or by using a small ad. Price it realistically and specify 'no tyre kickers'. Regard anything you get for it as a bonus. **MB.**

Power Up

What level of power should I look for when buying a PC? I have seen values ranging from 65 to 250 watts. I expect to have a hard disk, a floppy and a soundcard. I might fit a CD ROM at some later stage.

Sian Tatum, Cardiff

Hard disks take about 2-5 watts, depending on type rather than size. The processor is quite power hungry but with a hard disk controller, video adapter and soundcard, 65 watts should be adequate. If you go onto extra drives, maybe a tape streamer, then about 100 watts top. I would say that 100-150 is fine for a normal desktop. 200 will take care of your needs into the next millennium and 250 watts is OTT. There is no problem fitting a new PSU if your present one proves inadequate and no harm done by having unused power capacity. **MB.**

On The Cards

HAVING READ the feature in last month's issue, I'm going to buy a soundboard for my PC. What precautions against static should I take when installing it?

Steven Jones, Norwich

Keep the board in it's static proof bag until the last moment. Read the manual, make sure you understand what goes where. Turn off the computer and turn off the plug at the main's socket although keep the plug in. Switch the computer on and off to make sure there's no current. Open up the PC and without touching any of the boards inside take a look at the expansion slot and see if it tallies with what the manual says.

Take off your shoes and rest part of your arm on the chassis of the computer to make sure you're earthed. (That's why you left the plug in). Get the card out of its bag and gently but firmly (as all the manuals say) insert it into the slot. If it doesn't go in easily, don't force it. Look to see if it's snagging on something. If you use too much force on circuit boards they can just snap.

This may all seem unnecessary and no doubt people get away with a more cavalier approach. Ask yourself: how much did this gizmo cost? How will I feel if I shag it up? **MB.**

Confused Memories

I AM FED UP with all this stuff about 'expanded' and 'extended' memory. What is the difference?

Colin Hall, Chelmsford

It's worse than you think. There is the High Memory Area (HMA) where you can squirrel away DOS, and the Upper Memory Blocks (UMB) for programs and drivers as well as extended and expanded memory.

As you know, historical accident and downward compatibility means that DOS can only address 640k. Well actually 1Mb (1,024k) but the top 384k of addresses are reserved. Extended Memory is managed by EMS, a bank switching program, or by programs that simulate bank switching.

EMS is fine if the program is written to use Expanded Memory such as spreadsheets and databases. The problem is that it still only allows page switching and therefore the memory is accessed in 64k chunks. DOS comes with its own memory manager, EMM386.SYS.

XMS – the Extended Memory Specification is newer and designed to run on 386 machines and above. Again, it needs programs written specifically for it (and because it is the more recent specification, not many are) or else a memory manager – such as the famous HIMEM.SYS which comes with DOS.

Although this all sounds complicated – it is complicated – the theory shouldn't stop you using the two types of memory in a painless way. The DOS manual gives useful tips on how to use these drivers and some programs – like Windows – make sense of the whole thing without you even being aware of it. **MB.**

Externally Driven

I AM RUNNING out of space on my 40Mb hard disk and am thinking of buying an additional drive. Is it better – or as good – to get an external drive? They must be less hassle to fit.

Carol Young, Hackney

Well, yes, but they either plug into the serial or parallel port. You can forget one that needs the serial port; it will be cripplingly slow. The parallel port will be little better. I would install an internal. The good news is that it's the easiest thing to fit inside a PC. Your present hard disk controller will be able to cope with the additional drive. The technical term for it is a slave drive so if you see references to altering jumpers to configure a slave, that's what it means.

In the highly unlikely event of your present controller not being able to support a slave drive, I would recommend getting another hard disk controller card to go with your new internal drive rather than go down the profitless road of external drives. The hard disk controller will simply fit into an expansion slot and will steer both drives **MB.**

Honest Guv

I HAVE A GAME that needs bits of information to be typed in from the manual before it will run. Unfortunately, I've lost the manual. Can I use a program like *debug* to scroll through the game looking for text? What is the point of this sort of thing?

T. Kydd, Deptford

Lost the manual eh? Can I run software without one? Read him his rights, Krocker. Actually, I feel like saying "go ahead" because debug is one of the few programs that make me feel nostalgic for edlin. You will soon learn the error of your ways using debug to scroll through a few thousand lines of code. I might add that you will never make much of a pirate if you can't think of a one line BASIC program that will report all alphanumeric characters in a mass of code.

The point of typing in bits of the manual or fiddling around with cut out discs is that it is necessary. Software houses don't do it for a lark. They do it because they know that if they don't even more of their product will be ripped off. None of this would be necessary if people could be trusted, but long experience has taught software houses that they can't be. **MB.**

FED UP WAITING?

JUST ADD £2.00 TO YOUR TOTAL ORDER FOR A GUARANTEED
* NEXT DAY DELIVERY TO YOUR DOOR
(* ORDERS MUST BE PLACED BEFORE 3.30pm excluding weekends)

COMPUTER MATES (UK) LTD.

All disks can be supplied formatted and ready to use for any IBM machines for as little as 4p per disk.

CHEQUES/POSTAL ORDERS TO:
COMPUTER MATES (UK) LTD.
PINEWOOD STUDIOS, IVER HEATH
BUCKS, SL0 0NH
TEL: 0753 553535 (3 lines) FAX: 0753 553530

ALL PRICES INCLUDE V.A.T. & DELIVERY

FUJI FILM BRANDED DISKS

5.25" (360K)	5.25" (1.2 MEG)	3.5" (720K)	3.5" 2 MEG(1.44)
£5.00	£7.00	£6.50	£12.00

LOOK GREAT DEALS ON FUJI

3.5" MF2DD 5 BOXES DISKS ONLY	£29.50
3.5" MF2DD 10 BOXES 100 DISKS ONLY	£55.00
1.44 MF2HD 5 BOXES 50 DISKS ONLY	£50.00
1.44 MF2HD 10 BOXES 100 DISKS ONLY	£95.00

AND £2.00 OFF ANY STORAGE BOX WITH PURCHASE PRICE OF £6.50 OR MORE

COMPUTER PAPER

PROMOTIONS WHERE IT COUNTS – IN YOUR POCKET

2000 SHEETS PER BOX 80gsm	1 BOX	2 BOXES	3 BOXES
A4	£21.00	£38.00	£55.00
A3	£39.00	£75.00	£110.00

NEW JUST APPOINTED DEALER

GOLD MASTER BRANDED
2 FOR 1 LIFE TIME WARRANTY

	1 MEG MF-2DD	2 MEG MF-2HD
1 BOX	6.50	13.00
2 – 5 BOXES	6.00	12.50
6 – 10 BOXES	5.50	12.00

DATA CARTRIDGES

DC300A	£17.05	DC6320	£24.00
DC300XL	£17.50	DC6525	£28.00
DC300XLP	£15.50	DC1000 10Mb	£16.50
DC300EXL	£18.70	DC1000 20Mb	£16.50
DC600A	£15.50	DC2000	£13.50
DC6150	£17.50	DC2080	£16.50
DC6250	£24.00	DC2120	£16.50

QUANTITY DISCOUNTS: PLEASE CALL OR FAX

3.5" MITSUBISHI BULK MEDIA LIFE TIME WARRANTY

	DSDD	DSHD
50 Disks	£23.00	£35.00
100 Disks	£42.00	£65.00
200 Disks	£77.00	£127.00
500 Disks	£177.00	£297.00
1000 Disks	£330.00	£590.00

INCLUDES LABELS

NOTE: The above disk are based on > 55% clipping level, cheaper disks are available – please call.

5.25" BULK DISKS

Packed in 25's with Envelopes, Labels, Lifetime Warranty

COLOURED DISKS ALSO AVAILABLE

	48tpi	96tpi	HD
25 Disks	£8.50	£8.75	£12.00
50 Disks	£16.00	£16.25	£23.00
100 Disks	£28.00	£27.25	£36.00
1000+ PLEASE CALL			

QUICKSHOT JOYSTICKS

MULTI SYSTEM

QS11A Turbo 2	£9
QS149 Intruder 1	£25
QS128F Maverick 1	£14
QS155 Aviator 1	£27.50
QS131 Apache 1	£7
QS130F Python 1	£9.50
QS127 Starfighter Pair Remote Control	£36.50

NINTENDO

QS130N Python 2	£9.50



Up to £3.00 OFF above Joysticks with another purchase above £15.00

MICE/TRACKBALLS

PS2 MOUSE	£21.00
AMIGA/COMMODORE	£19.00
ATARI MOUSE	£19.00
ATARI/AMIGA TRACKBALL	£22.00
MOUSE MAT	£2.50
MOUSE POCKET	£2.50
MOUSE STAGE	£10.00
MOUSE MAT HARD	£3.50
PAPER TRIMMER	£5.00

Victory

STORAGE BOXES

3.5" DISK CAPACITY		5.25" DISK CAPACITY	
140	£11.50	140	£9.00
120	£9.50	120	£8.50
100	£7.90	100	£7.50
80	£7.50	50	£6.50
50	£6.50		
40	£6.00		

STACKABLE BOXES

Disk	Name	Cap	
3.5"	Banx	80	£12.99
Dual	Banx 5	130/180	£14.99
3.5	Bimby	200	£18.99
5.25	Bimby5	200	£18.99

BIMBY BOXES CAN ALSO HOLD 3 2.8" VIDEO TAPES, CARTRIDGES ALL ABOVE BOXES LOCKABLE + 2 KEYS.
£2 OFF BOXES WHEN ORDERING 100 BULK DISKS OR MORE
3.5" or 5.25" 10 Cap…£1.50. 5 Cap…£1.15. 1 Cap…50p
Cardboard Disk Masters…£150/1000 or £25/100

COMPUTER MATES BRANDED DISKS

2 FOR 1 LIFE TIME WARRANTY

3.5" DISKS

	DSDD	DSHD
50 Disks	£25.00	£37.00
100 Disks	£47.00	£71.00
200 Disks	£87.00	£139.00
500 Disks	£202.00	£327.00

SPECIAL OFFERS THIS MONTH

LOOK SAVE YOUR EYES

12" or 14" COLOUR OR MONO FILTER SCREEN

SAVE YOUR EYES	Only £13.99
Optical Glass Filter 14"	£25.00
Optical Glass Filter 20"	£35.00
12" or 14" TILT & TURN WITH HANDY KNOB MONITOR STAND	£15.95

PRINTER STANDS 5 DIFFERENT TYPES

PRINTER STAND (Feet)	
80 or 132 COLUMN	£8.00
IBM PRINTER LEADS	£5.00
JOYSTICKS ALL MACHINES P/C	

LABELS 5.25" OR 3.5" (5.25" WITH W/P)
100 £1.00, 1000 £8.00. SINGLE OR MULTICOLOUR AVAILABLE

COMPUTER DESK…£90.00



COMPUTER CHAIR…£40.00

DUST COVERS

AMIGA/ATARI	£6.00
12" or 14" MONITOR	£6.00
80 or 132 PRINTER	£6.00
LAZER PRINTER	£6.00
84 or 102 KEYBOARD	£6.00
TOWER CPU	£6.00

DUST COVERS FOR MOST SYSTEMS – PLEASE CALL

CLEANING ACCESSORIES

MINI VACUUM CLEANER	£7.00	HEAD CLEANER 3.5" or 5.25"	£2.50
MONITOR CLEANING SOLUTION	£3.00	ALL THE ABOVE & MORE	£11.00
3" CLEANING KIT	£3.00		

DATA SWITCH BOXES

CENTRONICS OR SERIAL		2 WAY	15.00
4 WAY	20.00	DATA SWITCH LEADS	8.00 each

COPY HOLDERS

A4 Desk Top Anglepoise	£15.99	Paper Clip Monitor Side	£4.00
A4 Anglepoise G-clamp	£15.99	Paper Clip Monitor Top	£5.00
A4 Desk Top	£8.00		

PRICE BREAKTHROUGH ON HAND HELD VIDEO GAMES



GAMES AVAILABLE AT ONLY £12.99

P.52 Sea Battle, Grand Prix, Challenger Tank, Brain Power, Carrier, Linear Racing, Super Block, Snake, Hashblock/Eagle-plan, Honey Bee, Space Fighter, Alien, Tennis Pro, Olympic Trails, Police Bust, Pacboy, Block Buster

£39.99 inc.

SUPPLIED WITH:
★ CRYSTBALL GAME
★ BATTERIES
★ STEREO EAR PHONES

SPECIAL PACK OFFER
BUY 4 GAMES – CHOOSE ANY OTHER TITLE FREE

LOOK!

VIDEO TAPES, E180, LIFETIME WARRANTY, 3 HOURS
10 FOR £20; 50 FOR £90

RETAIL PACKED BLUE BOX DISKS

ALL BLUE BOX DISKS ARE COMPLETELY PACKAGED IN BLUE PRINTED CARDBOARD BOXES WITH LABELS. 100% GUARANTEED FOR LIFE

3.5" 720K-880K	3.5" 1.44 Meg	5.25" DISKS
MF-2DD 10's 1 Meg	MF-2HD 10's 2 Meg	M-2D 48TPI 360K
1 Box £5.00	1 Box £8.50	1 Box (10) £4.00
MF-2DD 30's 1 Meg	MF-2HD 30's 2 Meg	M-2DD 96TPI 720K
1 Box (30) £14.00	1 Box (30) £21.50	1 Box (10) £4.75
BAMBI-2DD 1 Meg	BAMBI-2HD 2 Meg	M-2HD 1.6 Meg H/D
25 Disks in 25 Capacity Storage Box	25 Disks in 25 Capacity Storage Box	1 Box (10) £5.00
1 Box £14.00	1 Box £21.00	

10% DISCOUNT GIVEN ON 10 BOXES OR MORE

CALL SAM OR PAT NOW! ON 0753 553535

FED UP WAITING?

ALL ORDERS ARE NORMALLY DELIVERED TO YOU WITHIN 48 HOURS
(ALL PRICES ARE SUBJECT TO CHANGE WITHOUT NOTICE)



El-Fish



El-Fish is an aquarium simulator. We gave it to Patrick McCarthy and asked him to produce a meandering pile of nonsense that vaguely mentioned fish occasionally. Well, we might just as well have done, anyway.

THIS IS A BIT of a strange piece of software. It's not really a game at all, in the way that *Sim Ant* or something like that has game-ish elements. *El-Fish* is more a form of moving wallpaper. The idea is to design and edit your own fishtank, adding objects, backgrounds, plants and reefs as you see fit. Oh, and fish too.

You can select from the 'starter pack' of five fish and add them to the tank, or you can breed from those fish to try to produce new and interesting variations, using a kind of power-bar to decide how much variation in colour and shape you want. You can also allow a single fish to evolve in a similar way. If you're of an adventurous nature, you may like to cast your hook among the seas and rivers and try to 'fish' for more exotic varieties.

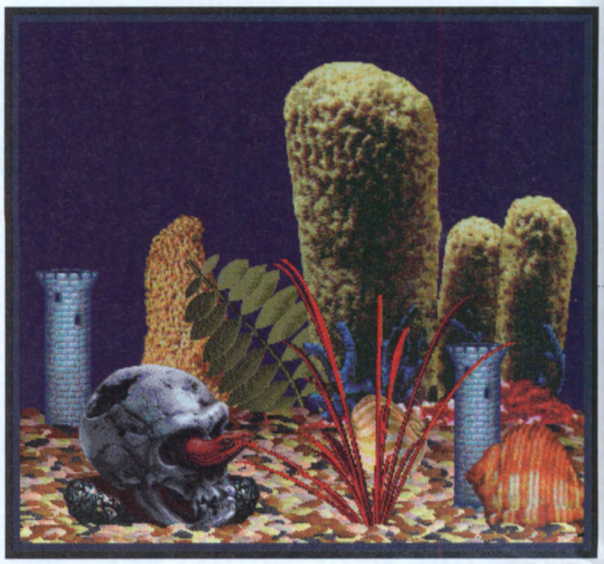
Once you have the fish you want, you can put them in your tank and watch them swim about, just like a real aquarium, but without the constant smell of fish having sex. If you're particularly bored, you can also drop pretend food into the pretend tank and watch the fish do their imitation of teenagers hanging about outside MacDonalds. Should you wish to add the correct air of menace, you can switch the pretend light off.

It's worth mentioning that a very high-spec PC is required – a 386SX/20 simply buries its face in its hands and sobs. And that's just when it's trying to display fish swimming in the tank. Ask it to animate a fish and it would probably take an overdose. "Animate?" you cry, "What's animate got to do with it?" In order to use a fish in the tank you need to animate it, and even with a 486/33 it takes about 20 minutes per fish, which is only slightly less time than it takes a real fish to be born, live its full and happy life, and die.

Now on to the things you can't do: you can't 'not feed' fish and leave them to starve; you can't introduce maniacal carnivorous fish into the tank, hand them some black pepper and a slice of lemon and let them run amok; you can't select and use a simulated machine gun on your be-finned creations, and you can't even continuously 'dunk' them above the surface of the water until they 'talk'. Who they think will buy it without those essential elements I don't know. Probably someone who likes fish but doesn't like the smell of sex. Z

A day in the life of: Incapability Brown

LIKE every truly creative person, I normally start the day by listening to Vivaldi's *Four Seasons*. I find it deeply inspirational: it uplifts me spiritually and girds me against the arduous day ahead – and it gets my bowels going, too. Then after I'm carried around to my office by one of the servants, I launch straight into the gruelling work of designing a garden. Generally I grab a couple of folly-style towers (everyone loves a good folly) and stick them in some sand at random. After that I have a bit of a nap, then stick a few shrubs about the gaff, along with the odd rock or shell. Anyway, by then the place looks so disgusting I usually just fill it with water, add a humorous cat's paw and a giant skull with an animated eel popping in and out of the eye socket, and charge my aquarium rates instead. I've got to stop hanging out at that opium den, it's really taking it out of me.



A love story

THE MINUTE I saw her I knew it was love – her beautiful eyes captured mine across the room and I was unable to look away. I watched her graceful movements. Her tiny form captivated me. I knew then that I had to have her, no matter what the cost – although once I was told, I must admit the temptation to haggle was a powerful one. No matter. A quick trip to the cashpoint machine and she was mine.

The trip home was a nightmare of sensual suspense. I asked her her name, but she only stared at me, as though in a trance of love. It's always difficult to talk at times like these. Instead, a knowing smile played about the corners of her mouth throughout the journey – although I concede, at the speed I was driving, it's possible that may have been due to G-Force. Eventually, however, I had her to myself in the privacy of my bedroom. I eased her from the small plastic bag in which she'd been forced to travel. It was time to complete our union. I kissed her full on her beautiful, parted lips. *(Cut to trains going into tunnels, rockets taking off, tin-openers opening sardine cans, etc.)* The one great love of my life was consummated.



But what was this? Quelle horreur, as I believe our French neighbours are so fond of shouting in times of distress. After our ecstatic coupling, imagine my shock – my absolute devastation – to find my beloved had been squashed and killed, and that she was now little more than an exotically-coloured mackerel paté. It's at moments like these that a weaker man would turn to religion. Fortunately, I was made of sterner stuff – and I also had a friend who ran a chip-shop…

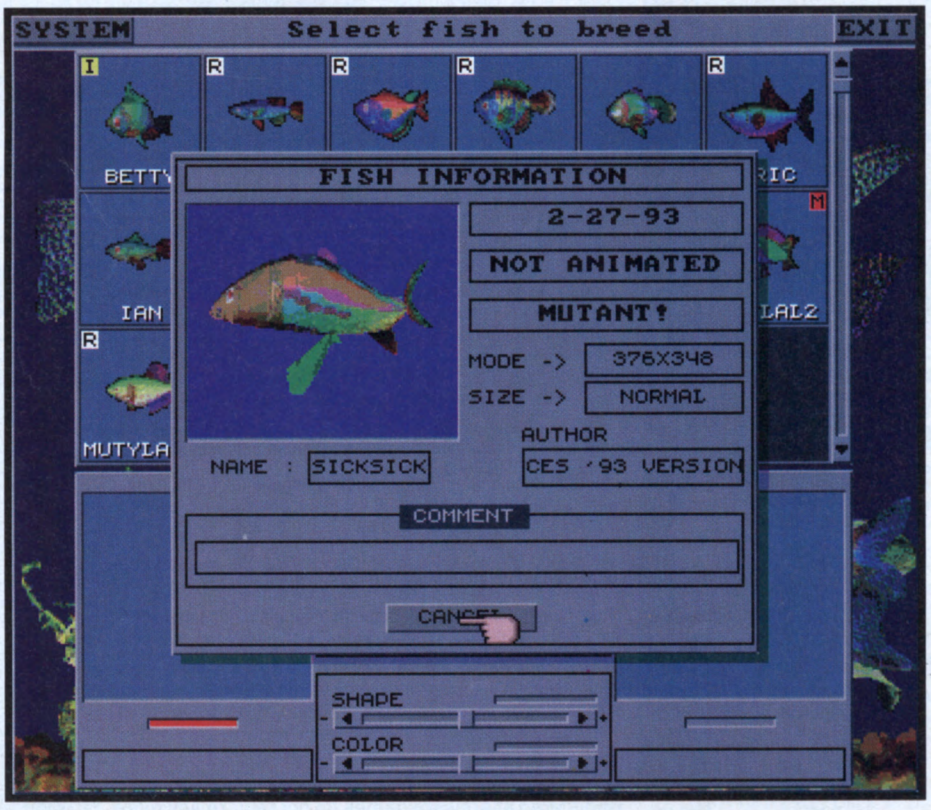
But what about the children?

As soon as Clive saw Madge across the crowded fish-tank, he knew that he could no longer carry on with the hollow sham that his marriage to Beverley had become. So what if they were different species? So what if other fish laughed? Love would bind them and protect them from all that narrow-mindedness. Clive left Beverley that very afternoon, and soon he and Madge had a nice little two-up, two-down figure of Neptune to live in. Alright, so it was at the wrong end of the tank, down by the animated skull, and none of their old friends had anything to do with them, but they were in love. It wasn't long before little ones began to arrive. But what was this? Clarissa was purple and black halves, with horrid yellow stripes across her face, Eric was like a big fat red balloon… and poor little Brian had his eyes at the wrong end of his body. They were nothing more than mutants! Obviously the moron operating the Breed buttons had whacked the Colour and Shape Variation bars up to the max – didn't he realise it was people's *lives* he was playing with? Mercifully, the children were all sterile, but all the same, what would the new neighbours say? Clive and Madge had no option but to eat their young.





(Left) Another landscape gardening triumph for the man they call "Mr. Brown".
(Above) Oh, the hideous tricks that the bends can play on a mans mind...
(Top right) The world's most challenging spot-the-ball competition.





(Left) If anyone called me a mutant, I know I'd be pretty animated.
(Above) Careful selection of sub-species is essential in any breeding programme.



PC ZONE specs

Minimum Memory: 640K
Minimum Processor: 386
Minimum Speed: 16MHz
Installation: Essential
Minimum Hard Disk: 6Mb
Minimum Graphics: VGA
Sound Cards: Ad-Lib, Roland, Sound Blaster
Controls: Mouse essential
Price: £25.99
Out: Now
Publisher: Mindscape
Telephone: 0444 246333

GREAT SHAREWARE GAMES FROM UK'S BEST

Suitable for the IBM PC and compatibles
Both 3.5 and 5.25 inch disks
the same price.

UK Association of Shareware Vendors

MasterCard

CREDIT CARD HOTLINE
0703 336768

VISA

SHAREWARE SINGLE DISKS

These disks and many more can be ordered for the low price of:
£2.50 each (1-4 disks)
£2.00 each (5 disks and above)

All titles are on one disk unless otherwise stated.

GA309 DUKE NUKEM EXTRAS - new set of levels for Duke Nukem plus a map printer (requires Duke Nukem game GA213)
GA310 MAJOR STRYKER (1 disk 3.5 only) - new arcade game EGA/VGA/286
GA311 STELCON - space strategy/war game VGA
GA312 KEN'S LABYRINTH (2 disks 5.25) (1 disk 3.5) - great 3D maze adventure VGA
GA313 EARTH INVASION - space combat game EGA
GA314 STARFIRE - space shoot-em-up VGA
GA315 INDIANA JONES AND THE FATE OF ATLANTIS (3.5 only) playable demo of the commercial game VGA
GA316 ELECTRO BODY (2 disks 5.25) (1 disk 3.5) - good arcade action
GA317 LLAMATRON - old favorite from Atari EGA
GA319 ELF LAND & GOBMAN - 2 good games on 1 disk EGA
GA320 KAEON - good Defender type game VGA
GA321 CATCH IF YOU CAN - Baseball practice VGA
GA322 BARRACUDA - explore a sunken wreck VGA
GA323 BANDOR (4 disks 5.25) (2 disks 3.5) - large D&D game VGA
GA324 KALAKH - Russian logic game VGA
GA299 WOLFENSTEIN 3D - SPEAR OF DESTINY (2 disks 5.25) (1 disk 3.5) - 2 level (demo) sequel to Wolfenstein VGA
GA300 OVERKILL - space invaders type game VGA
GA301 DORK'S DREAMS - dinosaur arcade game VGA
GA302 KEEN DREAMS - vegetable mania arcade game EGA/VGA
GA303 CATACOMB ABYSS (2 disks 5.25) (1 disk 3.5) - 3D mystical adventure EGA/VGA
GA308 FORD SIMULATOR III (2 disks 3.5 inch only) - great driving simulator VGA
GA287 PHYLOX - great all-action shoot the mutant insects VGA
GA280 SAND STORM - intercept Scud attack with Patriot missiles VGA
GA278 KILOBLASTER (2 disks 5.25) (1 disk 3.5) - space invaders type game EGA/VGA
GA276 THE ORION ODESSEY - space jetpack hero arcade game EGA/VGA
GA275 CORNCOB 3D - piston-engine plane versus aliens VGA
GA264 GALACTIX (2 disks 5.25) (1 disk 3.5) - space invaders VGA
GA261 JILL OF THE JUNGLE - all-action arcade game CGA/EGA/VGA
GA253 WOLFENSTEIN 3D (2 disks 5.25) (1 disk 3.5) - great 3D action VGA
GA272 WOLFENSTEIN 3D UTILITIES - maps and hints for Wolfenstein 3D game (requires GA253)
GA229 COMMANDER KEEN - Aliens Ate My Babysitter EGA/VGA
GA227 COMMANDER KEEN - Goodbye Galaxy (2 disks 5.25) (1 disk 3.5) EGA/VGA
GA213 DUKE NUKEM - save the world from Dr Proton EGA/VGA
GA143 POWERCHESS - good graphical chess game CGA/EGA/VGA
ED167 MATH RESCUE (2 disks 5.25) (1 disk 3.5) - educational arcade game for 5 years plus EGA/VGA
ED166 WORD RESCUE - educational arcade game for 5 years plus EGA/VGA

We literally have hundreds of programs for you to sample. Subjects such as - accounting, business, spreadsheets, databases, utilities, fonts, word processors, hobbies, clip art, graphics, educational, games, etc. Phone us NOW for a FREE fully-descriptive catalogue of all our shareware.

IF THERE IS A SHAREWARE OR DEMO GAMES PROGRAM THAT YOU WANT BUT IS NOT LISTED HERE THEN PLEASE ASK - WE MOST LIKELY HAVE IT SOMEWHERE IN OUR ARCHIVES, OR IF NOT, WE CAN PROBABLY GET HOLD OF IT IN A FEW DAYS.
NEW GAMES ARE COMING IN EVERY DAY.

3 FOR THE PRICE OF 2 SHAREWARE PACKS

SHAREWARE PACK 1 (Kid's Educational) £11.00
Balloon Speller, Word Gallery, Hangman, School Mom, Baby Draw, Amy's First Primer, ABC, Play, Flashcard, Funnels & Buckets, Tell Time, Spell Games, Balloons, Fungame, Funwd, Alphabet, Animal, Clock, Hangman, Mosaic, Brandon's Bigbox. For children aged 3 to 10 years. These programs require a CGA, EGA or VGA monitor.

SHAREWARE PACK 3 (VGA Games & Displays) £14.00
This pack contains a range of great games such as: Shooting Gallery; Flygame; Mix & Match; Scud Attack; Superblast; Catchem; Gravity Wars; VGA Jigsaw; Joust; Blueballs; VGA Sharks; and VGA Mahjongg (with extra tile sets and utility programs). There are also some magnificent displays: Vfish4; Buzbuzbe; Dazzle; PC Kaleidoscope; Magic; and Star Dryv. The last 4 can be controlled. These programs require a VGA monitor.

SHAREWARE PACK 4 (Computer Start-Up Pack) £11.00
This pack contains many useful programs for those just starting on computing. Includes: Tutor Dos; Tutor Com; PC Fastype; Galaxy Lite; Alite; Asic; Tsrbasic; Simcga; Simcga2; Cga2; Locate; Pkzip; Pkunzip; Basuprot; Copy40; Copypc; Readonly; Readwrit; Slow286; Varislow; Quikmenu; and List. Will run on most monitors.

SHAREWARE PACK 5 (EGA Games) £14.00
Goldhunt, Mindcube, Tangle, Last Half of Darkness, Egatrek, Caddiehack, Cunning Football, Sandiegopoly, Pachisi, Contact, Sherlock, Snarf, Las Vegas EGA Casino, Forzee, Simon Says, Circlink, Microbucks, Jumpman Lives, Cuber, Flees, Warp2, Squasher, Frac, Egaint, F.Godmom, Robomaze 2, Bolo Adventures and Apples & Oranges. These programs require an EGA or VGA monitor.

SHAREWARE PACK 6 (EGA Games) £14.00
Commander Keen (Invasion of the Vorticons), Commander Keen EGA (Goodbye Galaxy), Commander Keen (Aliens Ate My Babysitter), Duke Nukem, Captain Comic, Crystal Caves, Paginitzu, Secret Agent, Spellchick, Three Ball Juggler, Dark Ages, Moraff's Blast, Superfly, Battle for Atlantis and Love Manager. These programs require an EGA or VGA monitor.

SHAREWARE PACK 7 (CGA Games) £11.00
Commander Keen CGA (Goodbye Galaxy), Striker, Xonix, 3-Demon, Pharoah's Tomb, Ed's Chess, Digger, Cube, Fire & Ice, Omega War, Tornaks, Archery, Beast, Superz, Fusion, Pacman, Hopper, Space Invaders, Janitor Joe, Slowdown, Double Blocks, Popcorn, Q-Bert, David's Kong, Dragons, Shrine of Kroz, Lost Adventures of Kroz, Paratrooper, Zaxxon, Brainstorm, Encounter, Dam Busters, Command, Starship, Trivial Trek, Elevator, Columns, Blackbox, Round42, Gameboard, Pitfall, Spacewar, Dragons, Tank, Sopwith, Flightmare and Circus. These programs require a CGA, EGA or VGA monitor.

SHAREWARE PACK 8 (CGA Games) £11.00
Ford Simulator 1, Burger, Chernobyl, Galactic Conquest, Blastcga, Lawn, Pinball Games 1, Willy the Worm, Mario Brothers, Tetris, Motorman, Pango, Dui, Frogger, Ships, Landmine, Oilwell, Caverns of Gink, Wheel of Fortune, Boa, Mainbreak, Busido, Romaz, Stained Glass, Gapper, Kamakaze, Space Miner, Xtetris, Boatwar, Brain Child, Conqueror, Darwin's Arena, Rimtrix, Stopsign, Artic Adventure, ZZT - The Object Orientated Game, Alfie and Tear Down the Wall. These programs require a CGA, EGA or VGA monitor.

SHAREWARE PACK 14 (Apogee Games Collection) £17.00
This pack contains a collection of the best games from Apogee Software. Includes: Wolfenstein 3D; Cosmo's Cosmic Adventures; Word Rescue; Secret Agent; Duke Nukem; Commander Keep (Invasion of the Vorticons), Commander Keen EGA (Goodbye Galaxy), Commander Keen (Aliens Ate My Babysitter), Crystal Caves, and now Spear of Destiny (demo), the sequel to Wolfenstein 3D. This pack requires an EGA/VGA monitor for most of the games. Cosmo & Word Rescue require a 286 or better machine - Wolfenstein & Spear of Destiny require a 286 or better machine and a VGA monitor.

SHAREWARE PACK 16 (Windows Games) £11.00
This pack requires Windows 3 and contains over 45 games. Includes: Lucas; Brick; MB; Moku; Mr Mind; Taipei; Winpoker; Yacht; Alien-F; Bang Bang; Bitmap; Klotz; Slot; Spacewar; Wordhai; Backgammon; Tsetse; Winchess; Winpente; Yahtzee; Arachnid; Biorythym; Blackout; Calculation Solitaire; Concentration; Roulette; Take One; Attaxx; Columns; Neko; Trails; Blackjack; Las Vegas Blackjack; Code Breaker; Cubic; Command; Plite; Triplets; Chomp; Second Conflict; Win-Adv; Scramble; Hangman; Match; Frocks; Search2; and Canfld. Also included are 3 replacement VGA video drivers.

SHAREWARE PACK 17 (KJV Bible) £15.00
This pack contains the complete KJV Bible text with a concordance search facility. It will work on all types of monitor but requires 4.5M of hard disk space. Both the DOS and Windows 3 versions are included. The program comes from the USA and is called Seedmaster.

SHAREWARE PACK 18 (Murder & Mystery) £10.00
This pack contains five great graphical adventure games for those with murder in mind. Includes: Hugo's House of Horrors; Hugo II - Whodunit?; Hugo III - Jungle of Doom; Last Half of Darkness; Dracula in London. These games require an EGA or VGA colour monitor and are highly graphical but do require some typing of words.

SPECIAL OFFER
Order any 3 shareware packs from this list and pay for only 2 of them.
P&P extra (£1 UK, £2 Europe)

SHAREWARE PACK 19 (Junior Educational) £11.00
This pack contains many educational programs suitable for children from 5 years to 11 years old. Includes: Mathmaster; Dad's Choice; Math Practice; Memory; Save the Planet; Mathtest; Mom's Math; What's the Problem; Mighty Math; Animated Memory Game; Animated Math; and Animal Quest. The last 3 programs require an EGA or VGA monitor, the others require a CGA, EGA or VGA monitor.

SHAREWARE PACK 22 (DOS Tutors) £12.00
This is a collection of DOS tutors, reference text files and utilities ranging from the very simple to the extremely hard. Includes: Tutor Dos; PC Prompt; Tutor Com; Dos Help; GCSE Computers; Dos Practice; Dos Manual; Quikhelp; File Ext; Help Dos; Dos Summary; Dosea - Absolute Beginners; Dosea for MSDos 5; and Dosea 6.

SHAREWARE PACK 23 (Super EGA Games) £11.00
This is a collection of 8 games for colour EGA or VGA monitors. It consists of: Jill of the Jungle; Mike Rock 1; Lavacap; Kiloblaster; The Orion Odessey; Solitile; Ladder Man; and Keen Dreams.

SHAREWARE PACK 24 (Great EGA Games) £11.00
This is a collection of 13 games for colour EGA or VGA monitors. It consists of: Crusher; Green; Catacomb Abyss; World Empire; EgaTrek; Intra Galactic Battles; Oilcap; Dodgem; Robomaze 3; Tile Match; Kalaha; Leong; and Palanda.

SHAREWARE PACK 25 (VGA Games) £11.00
This is a collection of 7 games for colour VGA monitors. It consists of: Death Watch; Capture the Flag; Corncob 3D; Doublink; Galactix; Moraff's Escapade; and Phylox.

SHAREWARE PACK 27 (Windows Waves) £11.00
This pack contains over 100 WAV files and lots of WAV utilities, such as VOC to WAV convertor, AdLib WAV player, drag and drop WAV player, etc. This pack requires Windows 3.1.

SHAREWARE PACK 28 (Junior Educational) £11.00
This pack contains many educational programs suitable for children from 5 years to 11 years old. Includes: Math Workout; Math Castle; Dinosaur Database; Melissa's Music Flashcards; Googol Review; Googal Math Games; Logo Graphics; Wordtrix; Flags of the World; Algebrax; and Flags. Requires EGA or VGA monitor.

SHAREWARE PACK 30 (Windows Games) £11.00
This pack requires Windows 3.x and contains over 30 games. Includes: Ant Farm; Atmoids; Bandit; BattleSat; Blitzer; Block Breaker; Button Madness; Dice; GNU CHess; Gatling; Hop; IQ Test; Ico Frite; Lander; Landmine; Puzzle; Slide; Space Walls; Termite; TicTacToe; Triplets; WinJack; WinTris; WinWheel; Window Craps; Wormwar; Mines; Checkers; Icon Hunt; Simon; Patience; Accordian; MLC Guesslt; and Brain Games.

SHAREWARE PACK 31 (Soundblaster) £11.00
This pack contains a mixture of programs and music files for your SoundBlaster board. Includes: Musician 1 (music composing); Modplayer (plays MOD files, requires 386 or better machine); JMplayer (plays MOD files); Drumblaster (electronic drum machine); Trakblaster (plays MOD files); and many sample MOD music files for you to try out. This pack requires the SoundBlaster board, a 286 or better machine and a VGA monitor.

SHAREWARE PACK 32 (Soundblaster Demos) £13.00
This pack contains many stunning demos for computers equipped with a Soundblaster board. The music and visual content are both excellent. Titles include: xmas256; groan; land; inspdemo; jjdemo; tztechno; vega; wetdream; putfac; mental-s; rebelfun; spacefun; vectordemo; and yardemo. This pack requires the SoundBlaster board, a 286 or better machine and a VGA monitor. This pack is only available on 3.5 inch disks.

SHAREWARE PACK 33 (Soundblaster Demos) £13.00
This pack contains many stunning demos for computers equipped with a Soundblaster board. The music and visual content are both excellent. Titles include: comfy; cronolog; dreamteam; bugs bunny video; collapse; comodemo; dragnet; fishtro; vicky; vv; balmania; coldcut; friday the 13th; and meat. This pack requires the SoundBlaster board, a 286 or better machine and a VGA monitor. This pack is only available on 3.5 inch disks.

SHAREWARE PACK 34 (Demo Games Pack) £11.00
This pack contains many games demos. They are ALL PLAYABLE to some extent - some will not save, some have only a few levels and some play for only 10 minutes. Most require a 286 or better machine and a colour VGA monitor. Titles include: Out of this World; Christmas Lemmings; Lemmings; Covox level Lemmings; Prince of Persia; McArthur's War; IFR Flight Simulator; Indiana Jones and the Fate of Atlantis; Falcon 3D simulator; Rick Dangerous 2; and Freaking Fuzzballs. Well worth having this collection even though they are demo versions. This pack is only available on 3.5 inch disks.

SHAREWARE PACK 35 (Tetris Mania) £11.00
This pack contains lots of Tetris type games for those of you who cannot get enough of them. Includes: Atomic Tetris; Blox; Colours; Columns; Double Blocks; Doublink; Egaint; Fallout; Fence; Flipdrop; Frac; Kentris; Netris; Notrus; Quatris; Rammer; Ropo; Soviet; Teamtris; Towerx; Wordtris; Xtetris; Zentris; and more. Most of these games require a VGA monitor and a hard disk.

REGISTERED SHAREWARE GAMES

Keen (Invasion of the Vorticons)	~~£34.00~~	£29.00
Keen (Goodbye Galaxy)	~~£34.00~~	£29.00
Keen (Aliens at my Babysitter)	~~£34.00~~	£29.00
Cosmo's Cosmic Adventures	~~£34.00~~	£29.00
Duke Nukem	~~£34.00~~	£29.00
Crystal Caves	~~£34.00~~	£29.00
Secret Agent	~~£34.00~~	£29.00
Major Stryker	~~£34.00~~	£29.00
Word Rescue	~~£26.00~~	£25.00
Maths Rescue	~~£26.00~~	£25.00
Wolfenstein 3D 1st Trilogy	~~£34.00~~	£29.00
Wolfenstein 3D 2nd Trilogy	~~£23.50~~	£20.00
Wolfenstein 3D 1st & 2nd Trilogies	~~£52.00~~	£44.00
Spear of Destiny	~~£50.00~~	£42.50
Jill of the Jungle	~~£28.50~~	£20.00
Kiloblaster	~~£28.50~~	£20.00
Phylox	~~£23.50~~	£20.00
Overkill	~~£28.50~~	£20.00
Brix	~~£28.50~~	£20.00
Keen Dreams	~~£12.85~~	£11.00
Catacom Abyss (trilogy)	~~£34.00~~	£29.00
Neopaint	~~£46.00~~	£39.00
Envision Publisher	~~£57.50~~	£49.00
Quikmenu III	~~£52.00~~	£45.00
Hooray for Henrietta (VGA)	~~£36.00~~	£29.50
Henrietta's Book of Spells (VGA)	~~£36.00~~	£29.50
Flexibak Plus	~~£45.80~~	£39.00

The prices shown above are the standard prices before VAT is added. As a special offer until 31st May 1993 we will pay this extra VAT equivelent charge. All you pay is the price shown plus p&p. All these registered programs are supplied on 3.5 inch disks. Depending on demand and stock levels these registered programs may take an extra 4/5 days for delivery. Please add £1.00 p&p (UK) or £2.00 p&p (Europe). Offer is subject to availability. Registered shareware games do not require any more payment other than the amount shown here.

Order to D&E Software Services, Unit 3E Community Workshops, Cable Street, Northam, Southampton, SO1 1JR

All offers in this advertisement are open until 31/5/93.
Please remember to state disk size when ordering.
Please add UK postage of £1.00 to your total (or £2.00 for Europe).
All goods are offered subject to availibilty.
Phone, fax or write for a free printed catalogue.

Shareware programs require separate payment to authors if found useful.

0703 336768

Fax 0703 333134

TROUBLESHOOTER

FEATURING THE HACKMASTERS™ AND THE TRUEPLAYERS™

The gamesplaying world is at war. Two sides in a never ending battle for domination. On one side, the HackMasters™ – techno cyber-punks committed to laying waste to swathes of code, dedicated to furthering the cause of cheats, hacks, pokes and spots. On the other, the TruePlayers™ – old fashioned games masters, who sit for hours (come rain or irate wife) with a cup of coffee and a digestive biscuit, drawing maps on little pieces of notepaper and truly playing the game.

TroubleShooter is the mediator in this conflict. It presents both sides of the argument, makes no judgement, and fields the abuse from either side. We are the Boutros Boutros Ghali of the games tips world (but not quite as useless).

"He was a small man. A small build capped by small shoulders and a small head which lolled on an obscenely long neck like a cherry tree in the wind. He sized me up with huge jaundiced eyes, his cut-mouth chewing on a small sausage roll. Standing in the wake of the real men who washed down the street, he looked as out of place as a Wimbledon winner in a coffee commercial. He was no Wimbledon winner though. He was Thorgandia Son Of Thorgandian. A TruePlayer™. An RPG man. A 'fantasy adventurer'. Call it what you like. He wasn't smoking a camel. He didn't drink rye. And he didn't slap women about. He was no friend of mine." **Raymond Chandler,** *Farewell My Cardigan* **(1939)**

The Bottom Line

The bottom line is that you'll have to have a specky chromosome in your genes (or else borrow one) to achieve maximum satisfaction from the HackMaster's™ experience. If you are not very brave or you are having teething troubles then the bottom line is 'Do not ring us' unless it is an emergency.

The HackMasters™

HackMasters™ and *PC Zone* take no responsibility for direct or indirect damage caused to software or hardware by the use of the HackMaster™ hacks. It's very difficult to cause any damage to your PC or hard disk (bar dropping it from the top of Canary Wharf). If you follow the guidelines closely, nothing horrible will happen.

THIS MONTH we continue the theme of verbally assaulting people who play (ssshhh) 'RPGs with another spiral of irreverent and, some might say (if they were drunk), amusing hacks, pokes and ways to break your hard disks.

Backup

Most, if not all, of the hacks on this page will require changing actual game files. It is then sensible, if not prudent, to back up the file specified in the hack. To do this, simply enter the directory containing the file, say for example `SAVEGAME.SAV`, and back it up thus:

```
COPY SAVEGAME.SAV SAVEGAME.BAK
```

If you make a bad mistake and/or Beelzebub appears in your kitchen, then restore the files thus:

```
COPY SAVEGAME.BAK SAVEGAME.SAV
```

Simple as pimples. But remember the bottom line – don't ring us, unless it's an emergency or you're really stuck.

Hexadecimal

Let me tell you about the PC. It doesn't count like you and I. We count up in base 10. The PC's count up in base 16. Like this: `01, 02, 03,` all the way up to `09` and then `0A` (for 10), `0B` (for 11), up to `0E` (14) and `0F` (15) and then `10,` which, in decimal, is the number 16. If this sounds complicated then it's because it is. But for the HackMaster's™ experience you only really need to learn a few choice hex numbers (and remember all hex numbers on this page will be suffixed with an 'H' so there's no confusion, e.g. `6AH` or `FFFFH`).

HEX	DECIMAL	HEX	DECIMAL
0AH	10	40H	64
0FH	15	63H	99
10H	16	64H	100
20H	32	C8H	200
28H	40	FAH	250
32H	50	FFH	255

Debug

Somewhere in the depth of uncharted territory (i.e. your DOS folder) is a very useful program called DEBUG. It allows you to edit files of all descriptions and subtly change the data. It is the program we will use most in the HackMaster™ zone, and since it is the most user-unfriendly program *on this planet*, a brief introduction /explanation may be in order. Here's a step by step guide to a DEBUG hack:

To run it just type `DEBUG` in the appropriate directory (i.e. the one mentioned in the hack blurb). It should run automatically and produce a little '>' prompt. If you get a 'file not found' style error then your DOS path hasn't been set properly. Refer to the MS-DOS manual and remember the bottom line – don't ring us.

1 `›NVUX.SHP ‹return›`

Now, once you have a little '>' prompt you should type in the commands listed in the program, starting with the line above, the 'N' command. This tells DEBUG which program is to be hacked. There should be no space between the 'N' and the full filename.

2 `›L ‹return›`

This command actually loads the file you've just specified into memory and into the hands of the hacker.

3 `›E 10DA v ‹return›`

This is the Edit function. Type it as it appears above, i.e. with a space between the E and the address (`10DA`) and the 'v'. The 'v' stands for a value you will enter yourself, ranging between `00H` and `FFH` (0 to 255 decimal).

4 `›E 09CC 4E 69 6E`

If the edit command looks something like this, then press RETURN after the address and DEBUG will repeat your command. Then simply type in the values which follow (`4E`, `69` etc.) pressing SPACE between each one, except the last when you should press RETURN. So basically, the command should be enacted thus (with what you must type in red):

```
›E 09CC ‹RETURN›
21FB:09CC 64.4E ‹space› 7E.69 ‹space›
8F.6E ‹return›
›
```

5 `›W ‹return›`

This command writes the hacked file back onto the disk. A message saying "writing xxxxx bytes" will appear, where xxxxx is the size of the file (it varies). Nothing has been changed on your hard disk until you type this command. So if you've made a mistake earlier just quit DEBUG and start the process again.

6 `›Q ‹return›`

This quits you back to DOS. ☞



Infinite bullets on Alone In The Dark. Infinite gun fights with mottled white zombies more like.

ULTIMA UNDERWORLD (Origin/Electronic Arts)

First under the hammer this month is the unbelievably excellent *Ultima Underworld*, a game that is so deep as to be unspoilable by cheating. And what you must know about the HackMasters™ is that they only play a game for that which maybe termed 'hacking research'. I think the 372 hours 'hacking research' carried out on this addictive product are totally justified by the end result.

Save your game at any stage in slot one. Quit the game and then enter the SAVE1 directory and backup the file PLAYER.DAT. Using DEBUG enter the following commands:

```
›NPLAYER.DAT
›L
›E 011F CF     255 Strength
›E 0120 CC     255 Dexterity
›E 0121 C9     255 Intelligence
›E 0122 C6     255 Attack
›E 0123 C3     255 Defense
›E 0125 BD     255 Sword Skill
›E 0129 B1     255 Mana Skill
›E 012A AE     255 Lore
›E 012B AB     255 Casting
›E 0132 96     255 Picklock skill
›E 013E 9D     Level 16
›E 0139 84     255 max units of Mana
›E 0137 87     255 max units of energy
›E 01DD FF     255 units of energy
›E 0160 60     To be unpoisoned
›W
›Q
```

Slip back into the main directory and play the game as usual, but now with consistently and, some might say (if they were the RPG police), illegally enhanced chances of surviving the Stygian Abyss. Note: this will also work on the CD-ROM version

ALONE IN THE DARK (Infogrames)

Somebody in the office moaned, "That's not an RPG – it's got guns and stuff". Divvy. Of course it's an RPG. It's based loosely on *The Call Of Cthulu* – which is about as *Tunnels & Trolls*-esque as you can possibly get. Anyway, load this rather lovely vector-gouraud RPG and save any game you feel like enhancing in slot numero 1. Quit out and backup the file SAVE0.ITD. Load in DEBUG and follow this list of commands, and then play as normal.

```
›NPLAYER.ITD
›L
›E 4E9A FF     255 bullets for your rifle
›E 4EAA FF     255 health points
›W
›Q
```

STAR CONTROL II (Accolade)

As a continuation of the TroubleShooter's theme (i.e. 'being up *Star Control II's* bum' and continually singing the game's praises.) and as a riposte to the TruePlayer's™ torturously right-on solution last month, here is the HackMaster™ answer, simply entitled, NinjaVux. Whether you play the Melée game for your own amusement or for betting purposes with your friends, there is no doubt that the range of ships on offer can lose their appeal. So here's an enhanced VUX to pit your skills or your chums against.

Change into the STARCON2 directory and backup the file VUX.SHP as VUX.BAK. Run DEBUG and use the following commands (all x values can be from 00H to FFH):

```
›NVUX.SHP
›L
›E 10DA x      MAX CREW (try 32H)
›E 10DB x      STARTING CREW
›E 10DC x      MAX BATTERY (try 32H)
›E 10DD x      STARTING BATTERY
›E 10ED x      SHIP SPEED (try 50H)
›E 10EF x      ACCELERATION (try 30H)
›E 10F2 x      BATTERY PER SHOT (00H for
               infinite battery)
›E 10F4 x      BATTERY RECHARGE RATE
               (00H for fastest)
›E 10F5 x      TURNING SPEED (00H for
               max manoeuvrability)
›E 10F6 x      TURNING CIRCLE (00H for
               tightest)
›E 10F7 x      FIRE RATE (FFH for
               highest)
›E 09CC 4E 69 6E 6A 61 20 20 (New name
               for VUX)
›W
›Q
```

Experimentation is the key here. But do not experiment with these values on any other ships, as they will not work. If the NinjaVux proves a cult hit, we may well print some more enhanced ships in future issues.

CLOUDS OF XEEN (Origin)

We think that the latest of the *Might And Magic* saga is a mite too badly paced. So why not add a bit of *allegro* to your 'adventuring' with HackMaster's™ enhanced character hack (whee). Save the team you wish to be 'changed' into slot 1, quit out , backup the file XEEN01.SAV and then DEBUG, using the following commands:

```
›NXEEN01.SAV
›L
›E 0BDF v      Hit points character 1
›E 0BE1 v      Spell points character 1
›E 24C3 v      HPs char 2
›E 24C5 v      SPs char 2
›E 1F3B v      HPs char 3
›E 1F3D v      SPs char 3
›E 1B15 v      HPs char 4
›E 1B17 v      SPs char 4
›E 0D41 v      HPs char 5
›E 0D43 v      SPs char 5
›E 142B v      HPs char 6
›E 142D v      SPs char 6
›W
›Q
```

ULTIMA VII (Origin)

This has been around a while so the HackMasters™ feel they won't be spoiling anybody's dinner by printing the built-in cheat we have discovered. This cheat changes no data permanently so no backing-up is necessary. To activate the cheat run *Ultima 7* like this:

```
ULTIMA7 ABCDv
```

Where 'v' is the control code for ASCII character 255. To enter the code hold down ALT and type 255 on the numeric key pad. Release ALT and then press RETURN. The game will run as normal but now the following keys have some esoteric effects:

F2 Cheat system
Shows the cheat mode menu

F3 Go to Map location
Point and click on the map to reach that location.

F5 Cast Spell
Enter the spell number and press RETURN

F8 Read
Type number of sign, book or whatever and press RETURN

ALT-1 Sound effect test
Type a number and press RETURN

ALT-2 Sprite test
Type a number and press RETURN

Experimentation is obviously the key here. But remember nothing you do can damage your game.

SILLY SILLY SILLY

AV8B (Domark)

When you're a master of someone else's code (as the HackMasters™ are) then the potential for silly silly silliness is manifold. Witness then this very silly hackette for Domark's class simulator AV8B. It will give you the ability to fly any object in the game, from frigates and trucks to F-16s and even your own AV8B pilot's chair.

Simply change in the AV8B directory and then into the DG directory. Backup the file AV8B as AV8B.BAK and then copy any of the files in the directory over the AV8B file like this:

```
COPY xxxxxx AV8B
```

Where xxxxxx is a filename. Try, for a special kind of amusement value, files like TRUCK, AUSTIN, RADAR, TOWER and SHED – but any file will do. So, to recap, if you want to be in control of say an air hanger use:

```
COPY AIRHANG AV8B
```

Not forgetting the space in-between the words.

Once you've chosen an amusing shape, run the sim as usual but skirt the mission game and head straight for the acclimatisation chamber. Choose 'Short Range Weapons' and then an exterior view to experience the full 'amusement factor' of this hack.

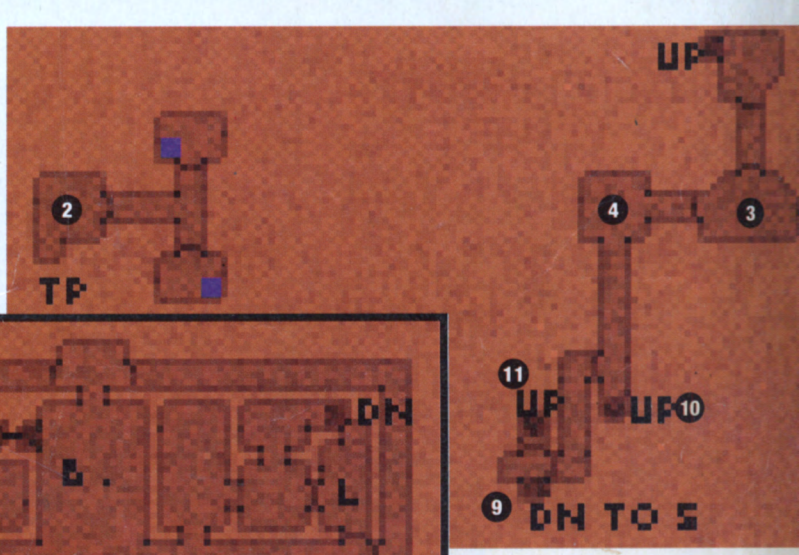
The TruePlayers™

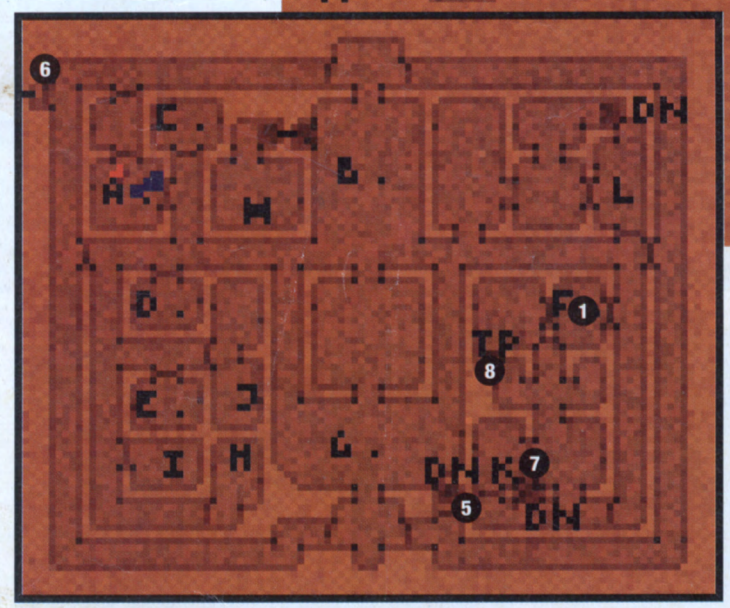
ULTIMA UNDERWORLD II

SPOILED!

The greatest game that ever lived! The greatest solution there will ever be!

Part One





THE CASTLE

EXPLORE THE castle thoroughly and open all the secret doors. Use the secret door in the starting room to reach the outer circle. Talk to everyone and glean as much information as possible. Don't try to kill anyone. They're all immortal and you'll just end up in prison, with Lord British giving you a self-righteous lecture. The door which leads to nowhere in Nystul's study actually leads to a secret underground study. The armoury key is to be found on Sewer Level 2 guarded by a large, tough reaper. Try to store all the food you find in one room.

Characters

LADY TORY'LL teach you Charisma, and fancies you a little. Unfortunately, she'll reach a rather sticky end later on so you may as well put your +3 love sword away.

FERIDWYN has nothing to teach you but humility. Acts as a buffer to your ego, the cynical git.

PATTERSON is slimy and creepy but will teach you Charisma. He's the traitor.

MIRANDA is very useful. Make sure you speak to her first on returning to the castle or the rest of the characters will be ignorant of your heroics,

NYSTUL will teach you Casting and increase your Mana Store. He provides vital information at all stages of the adventure. And he also warms the blackrock gems into activity. So don't kill him.

NELL tells you a very important piece of info which you must write down or remember.

NANNA is very stroppy. A woman, you see. Go out of your way to be polite to her or she'll start a servants strike, and you'll be knee-high in smell.

SYRIA will train you in Sword and Unarmed combat, even though she's a woman.

GEOFFORY is more your Defence and Attack man.

CHARLES has very little to say but he does find a key to the very big door in the sewers.

DUPRE gives you lessons in Axe and Mace and yaks on endlessly about the good old days.

NELSON you should make the most of. He cops it mid-way through the game so learn as much Lore and Search from him as you require.

JULIA is an all round thief. Traps, Locks and Mending can't be learnt from her. Also, ignore any suspicions she has.

IOLO can Swim, Missile and Appraise but has'nt thought of shaving. ☞

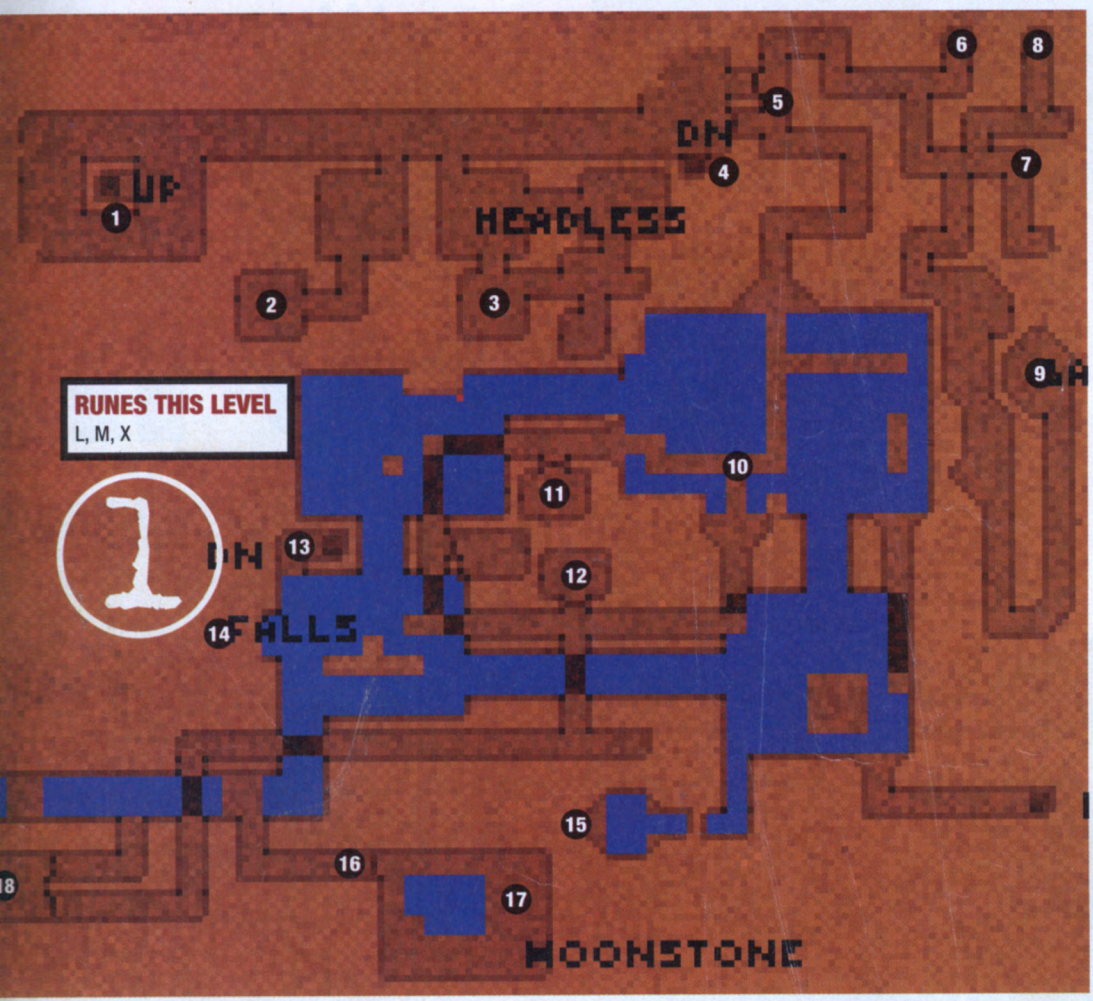
HIDDEN SPELLS

VDP Bounce
RSY Repair
BWE Locate
VKC Armageddon
WE Map Area
AKC Repeal Undead
AF Frost
ITJ Rune Of Stasis
VOY Enchant Item
QAC Valour

RUNES THIS LEVEL

B, D, I, J, M, O, R, S, Y

1. Nystul's study. Two potions of Hallucination, potion of Lesser Heal.
2. Potions of Hallucination (Green), Lesser Heal (Yellow), Resist Blows (Purple), Increase Manna (See-thru). Black Pearl. Box. Rel, Ylem and Des runes. Scroll with Bounce (YDP).
3. The Armoury. Containing: 1 Battle-axe, 2 Axes, 1 Broadsword, 1 Crossbow, 2 Anvils, 1 Leather Vest, 3 Rock Hammers, 1 Leather Cap, 1 Helmet, 1 Mail shirt, 1 Breastplate, 4 Leather leggings, 3 Wooden Shields, 3 Wooden Bucklers, 1 Tower Shield, 1 Bow, 1 Cudgel, 3 Light maces.
4. Another anvil.
5. Down to basement
6. Down to Sewer Level 1
7. Down to basement
8. Teleport to study
9. Down to Sewer Level 3
10. Up to castle
11. Up to castle



THE SEWERS LEVEL ONE

TREAD CAREFULLY throughout this level – the floors are infested with rotworms and acid slugs. Some complex pit traps need trial and error in the north-east section of the maze. The thief Fissif knows where the armoury key is but be hard on him and he'll turn himself in to the authorities. The two headlesses to the north and the two gazers in the east are very tough and should be left until you're tough enough. Try not to directly antagonise any bats as they will annoy you constantly. Any 'damaged' doors can be chopped down with your weapon. Try butting into drainage ditches as they often hide secret rooms. Collect any leeches you find – they cure poison.

To get over the waterfall cast Water Walk and then the big Jump spell. The elusive chamber to the south contains some very useful items but don't try to smash or pick the lock on the door (it won't work). Wait until Charles gives you the key later on. The Haunt within holds the key to the chest. Make sure you entice it into the corridor or you may lose the key in the water.

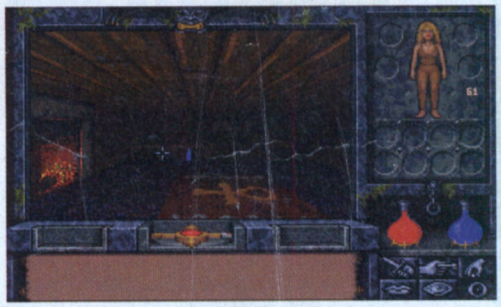
1. Up to Castle.
2. The thief Fissif. Watch. Resist Blows potion. Lor stone. Food and drink.
3. Two headless. Shortsword. Chain Boots.
4. Down to Sewers Level Two.
5. Opens portcullis.
6. Leather boots & leggings.
7. Leather gloves.
8. Pit traps. Beware.
9. Two very hard gazers. Smash chest to get: chain gauntlets, Ex stone, cursed crown, sapphire, lantern, scroll of Mass Confuse, Basilisk Oil (this will be needed later so don't drink it) and 14 coins.
10. Leeches.
11. Water
12. 8 Rotworms. 9 coins, helmet, wand of Deadly Seeker with 12 charges.
13. Down to Sewers Level Two.
14. Chain cowl of Valour. Magic scroll.
15. Heal potion, 4 coins, dagger, flute, 2 candles.
16. Unlocked by unnaturally heavy key given to you by Charles.
17. Quite tough Haunt guards unblemished sceptre, Nox stone, Scroll of Telekinesis, 13 coins, a ruby, a moonstone and a key.
18. Leather vest.

THE SEWERS LEVEL TWO

EVERYTHING GETS a little tougher here. Poisonous rotworms and slugs make an appearance, as well as the occasional mongbat and giant white rat. A tough water current runs south to the south-east corner so be careful not to drown.

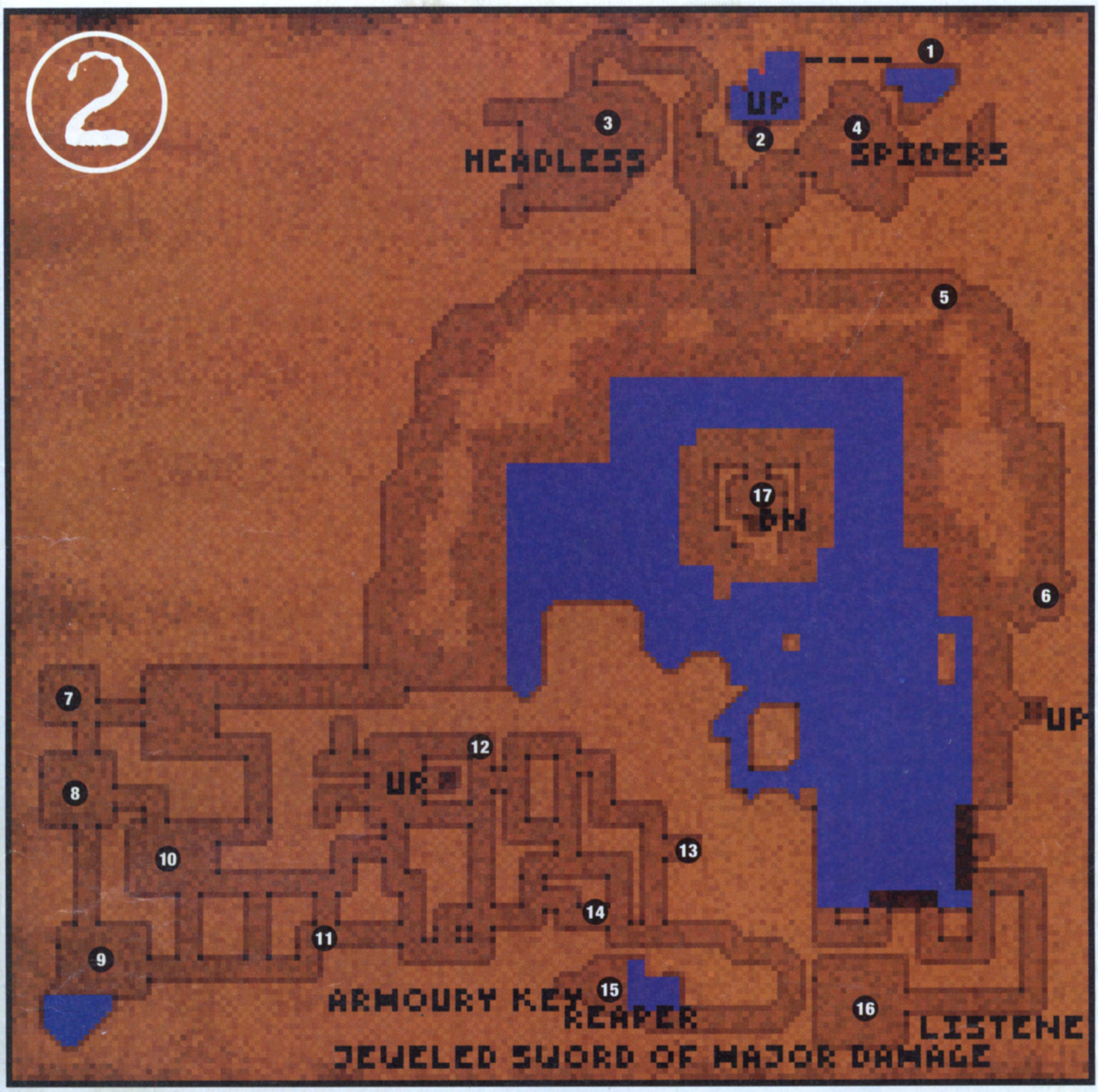
The northern pool is accessed by falling through the pit traps on level one. Don't forget to pass through the drainage ditch. The dread spiders to the north-east will not attack you unless you grab any of their eggs. You'll need one later so nick one and run like the clappers. The headlesses in the north-west will attack you instantly. They are tough so avoid them until you're ready.

Behind the lava to the south-east is a magic 'watcher' placed there by the guardian to eavesdrop on the castle. A special item given to you later on will give you access to here. A very hard reaper guards the armoury key to the south. It is hidden in a small pit at the end of the chamber. The best strategy is to cast Speed and rush in there, grab the key, and bullet out before you die. The goblins to the south-west know very little of interest.









1. Wand of Magic Arrow with 6 charges.
2. Up to Sewer Level 1.
3. Four headlesses. Lightning wand with 5 charges, 12 coins, mail leggings, lantern, 3 oil flasks.
4. 6 spiders. Spider Eggs, scroll of Night Vision.
5. Chain Gauntlets.
6. Scroll of Lesser Heal.
7. Shortsword.
8. Goblin.
9. Rogwum the Goblin. Fishing Rod.
10. The Dripper.
11. Four Leeches.
12. Magic Scroll.
13. Big white rat. Potion of Flame Proof, Scroll of Reveal, Crown.
14. Four leeches.
15. Sapphire, 11 coins, scroll of Tremor.
16. Watcher.
17. Down to Sewer Level 3.

THE SEWERS LEVEL THREE

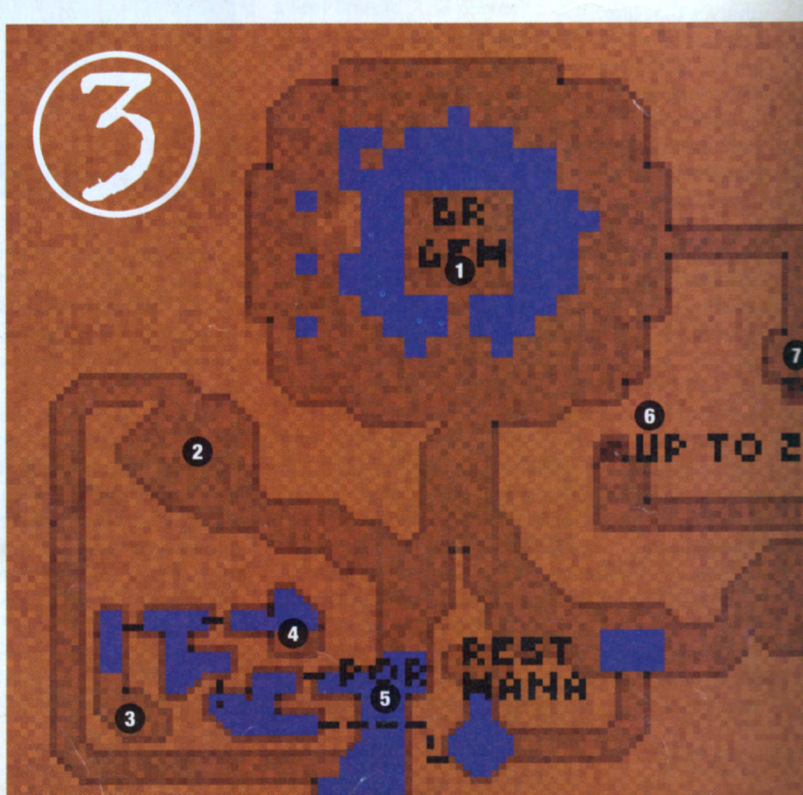
THIS IS THE final level of the sewers and the darkest. Have some light handy. The centre contains the blackrock gem replica and is surrounded by lurkers and bats, who will attack you if you get near enough. There is an intricate set of secret water tunnels in the south-west so explore thoroughly. Two ghosts are to be found in the same area, guarding their meagre possessions. The stairway in the south-east leads straight up to the castle basement.

To teleport yourself to another dimension, simply align yourself with the discoloured facet of the gem and walk forward. You may be bounced off if your orientation is awry. Just try again if this happens. ☞

(Above Left)At least it's warm in here. (Above) Steal the runes for lots of spells. (Right) Another of those wildly sexy monsters from the ethereal dimension..

1. Blackrock gem replica.
2. Two ghosts guarding light mace, sapphire, Flameproof potion, and a goblet.
3. Small shield and some candles.
4. Heal potion.
5. Chain cowl, Por stone, scroll of Sunlight.
6. Up to Castle Basement.
7. Up to Sewer level 2.

RUNES THIS LEVEL
K



THE PRISON TOWER

THE METHOD for this, the first of the alternate dimensions, is very precise so listen very carefully. Smash the first door to get through and into the storeroom. There isn't much of interest here, bar the delivery note (behind a box) which you must read and keep. Be careful emptying the barrels as they may have nasty surprises within.

Go up to the next floor and a goblin guard will accost you. Keep your cool and don't provoke a fight (there are at least twenty goblins in this complex). Feign innocence of everything including the password and then say you've got a delivery note. The goblin will then let you pass. The standard procedure for the security doors is when the first door is closed the second door opens.

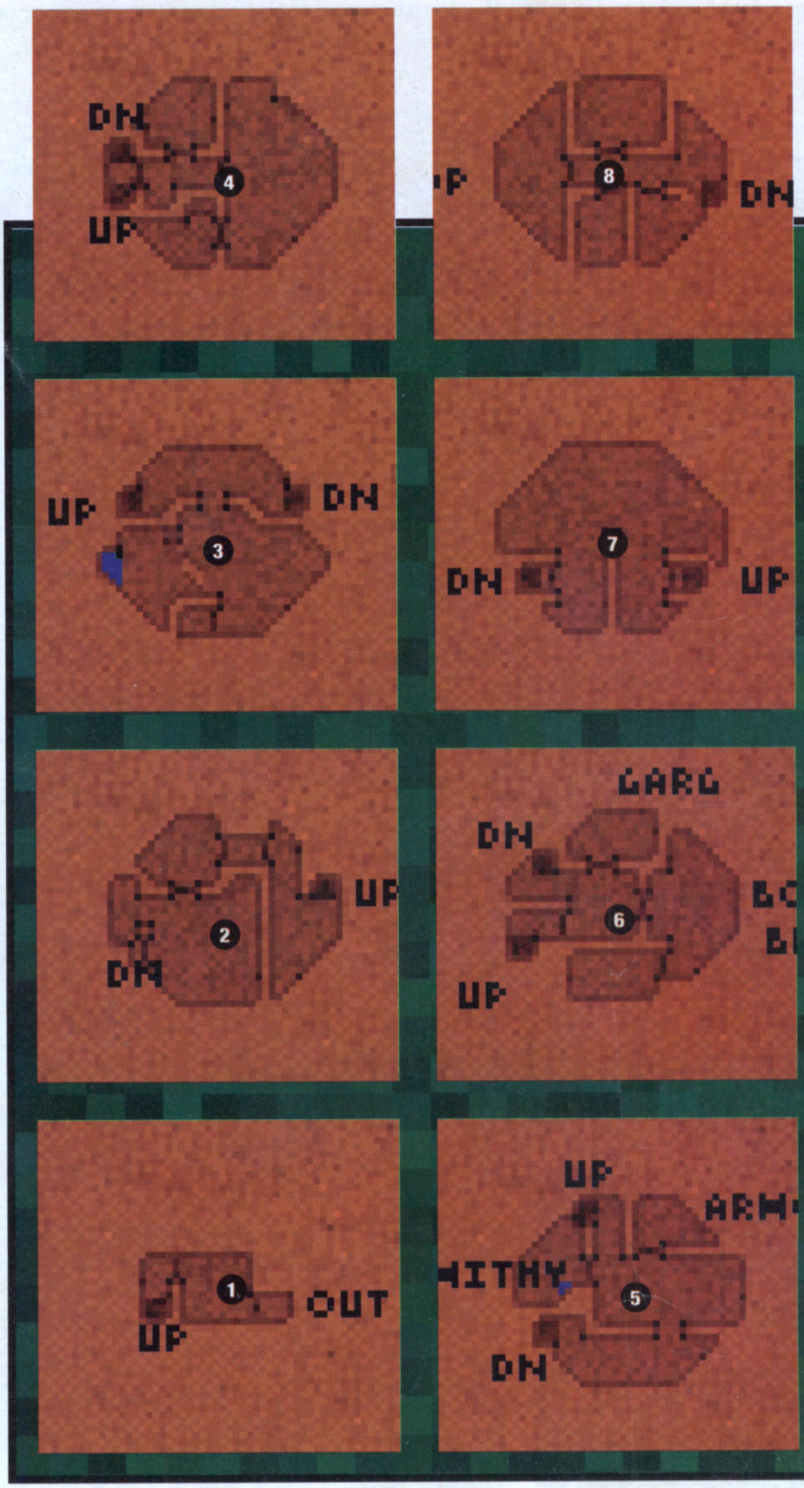
The next floor is the goblin rec-room and is packed with racist and politically incorrect goblins, who make wisecracks about your species. Don't rise to it. Freemis is here and is out to provoke a fight. Ignore him and admit "there is no point talking to him". You can empty the chest but don't take any objects. The gobbies will attack you if you do.

Go up to the kitchen. Talk to Janar and flatter him – you'll need him later. In the kitchen are Marcus (who has had his tongue cut out and is not very communicative) and Felix (who was once a Lord but has been enslaved by Freemis). Admit to Felix that you are the Avatar, and he will tell you about Bishop, the resistance leader imprisoned on the top floor. Felix also wants Freemis killed and will give you a Cornucopia (a ever-replenishing food basket) if you do so. Don't. There'll be plenty of time for that later.

The fifth floor is the armoury. A guard warns you not to touch anything. Heed his advice. Just talk to the smithy. Pamper his exasperation and tell him you know how you'd make franzium gauntlets. He will love you for this advice, so say your farewells. Straightaway, speak to him again and ask to borrow a pair of gauntlets. He'll give them to you and you should put them on.

Whip up the stairs and enter the Captain's office. Play along with his mis-identification of you as Lorca and sound as arrogant as you can ("crack him like a nut"). The stupid dope'll give you the password to the next level and another pair of franzium gloves which you should keep. The password changes per game but is always a word difficult to spell such as "melanoma" or "silhouette". Leave the doors on this level and just give the password to the guard and go up...

To the pre-prison floor. You'll be asked the password again so write it down. Open the door to the next level with the lever to the east. Don't touch any objects. Don't antagonise anyone. Go up to the prison and walk through the force field to confront Bishop. Admit who you are and give him a pair of franzium gauntlets. Suck him dry of info and then let him escape. Hurry – almost there.



RUNES THIS LEVEL
R, S, Y

After the troll has killed everyone.

1. 2 pairs of leather boots, food delivery voucher, 2 daggers, 6 candles, 3 oil flasks, 1 flute, 10 arrows, 2 rotworms.

2. 17 coins, black pearl.

3. 26 coins, excellent light mace & franzium gauntlets (in Freemis' chest)

4. 10 coins, excellent shortsword, axe, Marcus and Felix (cornucopia)

5. 19 gold, wand of Light with 9 charges (hidden in debris). The smithy is carrying Ylem, Rel, and Sanct stones. The Armoury is opened with the Fishy Key (level 6). The resinous key opens the chests which contain: 21 sling stones, 3 shortswords, breastplate, chain cowl, 3 shields.

6. 7 gold. Lots of booze and food. A scroll of Missile Protection (in Borne's chest). A long sword and 4 keys (2 of which are for the armoury).

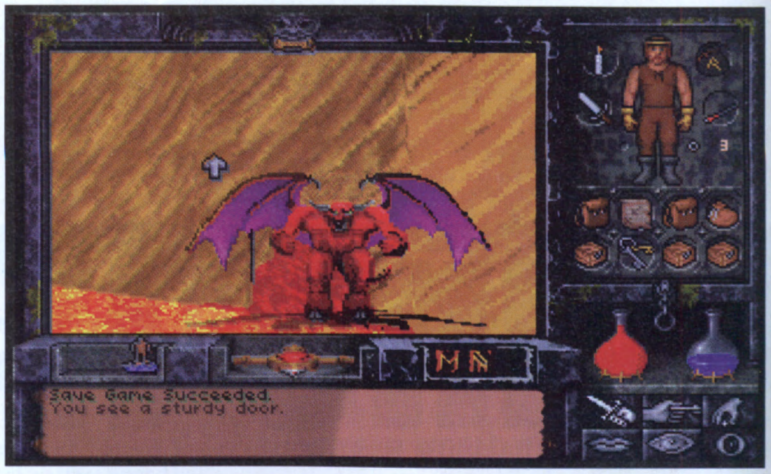
7. 21 gold, 8 shortswords and 5 bucklers.

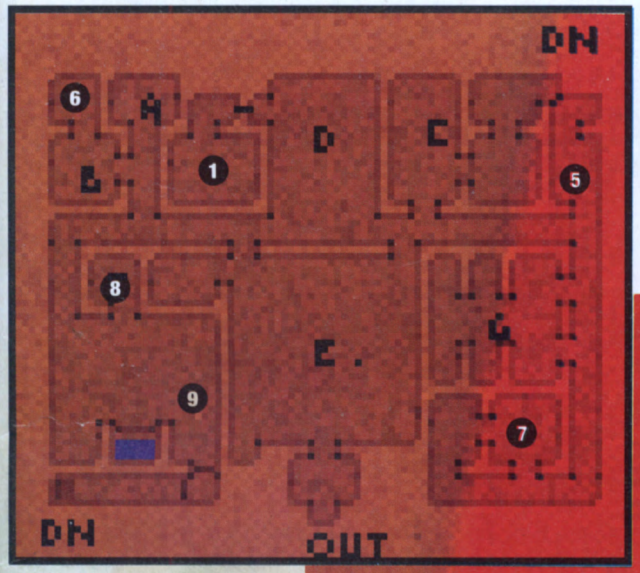
8. The 'monster' room contains 4 mongbats enter at your own peril. You'll also find Bishop and the Goblin Traitor up here.

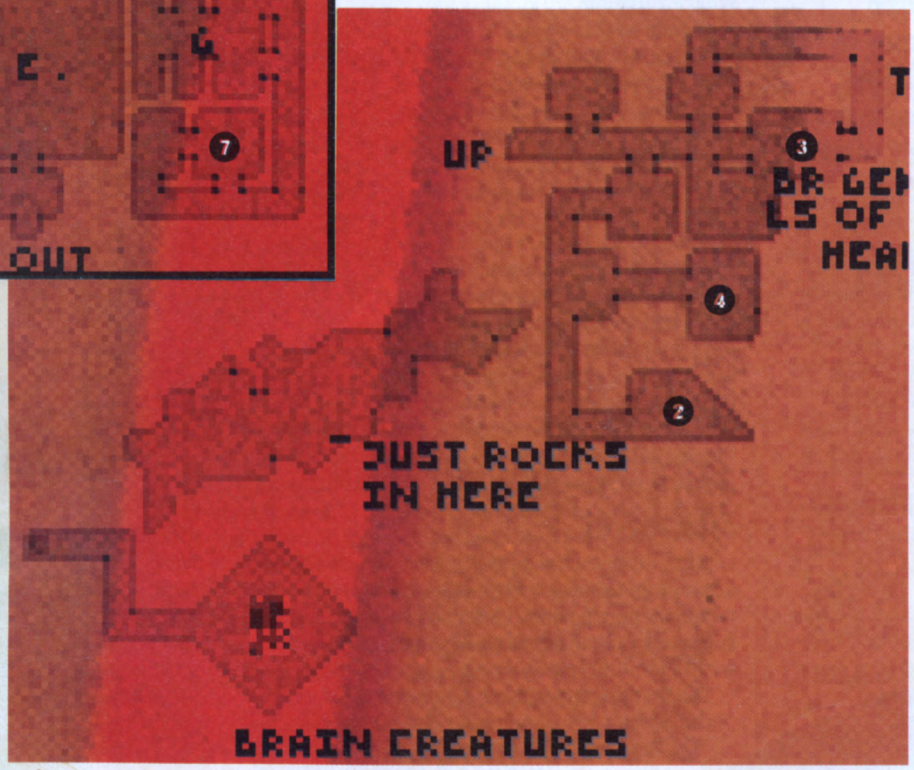
Now go back down to the Captain and demand the black gem off him. The sap will give it to you. While you're there demand the keys for the prison cells. He'll tell you the password for Janar. Go and see Janar, tell him the password (usually 'Beacon') and get the keys.

Now go back up to the prison and free the Goblin Traitor whom you saw through the cell window (with the 'unnaturally heavy key'). Chat to him and feel rather righteous. Go back down to the Captain's level and enter the room marked 'armed escort only' (with the same key). Inside is a troll called Garg. Make friends with him and he will kill all the goblins in the tower! Make sure you talk to him twice and urge him to go down to the basement. Now the tower is yours and you can plunder it at your will. Watch out for the chests in the Armoury as they are booby-trapped. The double doors on the second level cannot be opened.

Once you've taken what you want, teleport back to Brittannia (just walk into the blackrock on the first level). Using the special staircase zoom back to the castle and get Nystul to warm the blackrock gem for you. Also, talk to everyone and check on Nanna. If she goes on strike the game cannot be completed (this is a bug) so choose your words carefully. When you feel up to it, zip back down to the Sewers Level 3 and use the warmed gem on the big gem (make sure you're close enough). The room will shake and another facet of the gem will miraculously light up. Enter this facet to be teleported to the next world.







(Above) Try to avoid the ethereal void as much as possible since its two distinguishing features are (a) Wall to wall lava and (b) Floor to floor demons

1. Mandolin. Three eyeballs in chest.
2. Torch. 12 arrows. Bow. Food. Mail leggings. Corroded Key. Wand of Magic Arrow with 14 charges. Potion of Missile Protection. Potion of Hallucination.
3. Longsword. Blackrock gem.
4. 12 Crossbow bolts. Cursed red ring. Plate boots. 12 Sling stones.
5. 3 shortswords. 3 bucklers. 3 axes. Loads of leather amour and an anvil.
6. 2 poison potions., 2 cure poison, 1 lesser heal. Lantern. Excellent jewelled dagger of Unsurpassed Accuracy (Altara gives you this)
7. Chest containing Heal potion and Wand of Acid Spit with 8 charges.
8. 2 oil flasks, candle, torch.
9. Flute, sapphire.



KILHORN KEEP

THIS IS ANOTHER bum-lick level. Don't antagonise anyone unnecessarily. This place is packed with useful 'chums'. Firstly in the main hall, you'll meet some merchants. Merzan sells expensive magic potions such as Greater Heal, Restore Mana, and Invisibility. He will also identify items for you and recharge wands (very useful). Bishay has some armour but Aron has nothing so ignore him. Talk to the big cats, the Trilkhun, and they will tell you to see Blackie, in the stables,

Your first port of call should be the throne room, to speak to Lord Thibris, who will wax on about his old war campaigns but will divulge important background material. Ask him about everything and then go to the pub, next to the throne room, to chat to Ogri, Kintara, and Lonar. Ogri knows about secret passages but will only cough up if you can find the banner of Kilhorn (you'll find this much later on). Kintara moons on about her travels but has a pair of dragon skin boots to sell (these protect from lava). She'll only exchange them for bunches of dream spice (which again you'll find later). Lobar will be very friendly and chat for hours, but make sure you ask him about the 'virtues'.

Now go and see Mystell. She will give you a test of loyalty which, with the info you've collected, should be easy to answer. She'll ask you to spy on the sorceress Altara. Agree to do so and head straight for Altara. Be polite and honest and she'll reveal certain facts to you, giving you a special weapon which will kill the 'listener' back in Britannia. Now go and chat to Blackie in the stables and she'll send you on a quest to find information about her race (you'll find this out much much later).

After that enter the dungeons (via the back of the pub) and have a root around. The portcullis is unopenable so don't bother. Any other doors can be smashed open. Find the key in the barrel and then find the secret door to the north. This will lead you to the oubliette which is protected by a moongate trap. To deactivate the trap simply remove all the candles. Fall into the room below (watch out for the two tough headlesses) and the next blackrock gem will be yours.

There's another secret door at the back of the barracks, which leads to an underground chamber protected by a rather tough guard. Don't fight him – he turns into a tougher demon if you kill him. Better still apologise and say you're leaving and then simply use the key from the dungeon on the door. The two brain monsters within hold up the flying keep. If you kill them (which you shouldn't unless you've saved) the keep comes tumbling down. You can escape by teleporting and then return to explore the ruins (this is not a recommended course of action).

Zip back to Britannia and go to the lava section on Sewer Level 2. There you will have quite an easy battle with the Listener. Pop briefly back to the keep, tell Miranda everything, get Nystul to warm the gem for you, and then you're ready for Ice World... next issue.

Dune II



Sick and tired of the so-called 'HackMasters™' constant ram-raiding of perfectly good games, Andy Butcher decided to write a guide to *Dune II* that doesn't resort to underhand techie fixes...

THERE ARE a couple of things that apply to all situations in *Dune II:*

- Although House Harkonnen is initially the strongest, the Atreides get stronger towards the end. Ordos are in the middle.
- Never sit and do nothing – if all else fails, use a wimpy unit to scout out more spice fields, or just generally explore.
- Try to be aware of what's happening everywhere – use the radar map to move around the current sector quickly.
- Play the game with a Sound Blaster card – the digitised speech is very useful, and makes it easier to keep track of what's going on.
- As soon as they're available, always have an MCV in reserve, and use it to re-build your Construction Yard if it's suddenly destroyed.

Enemy tactics

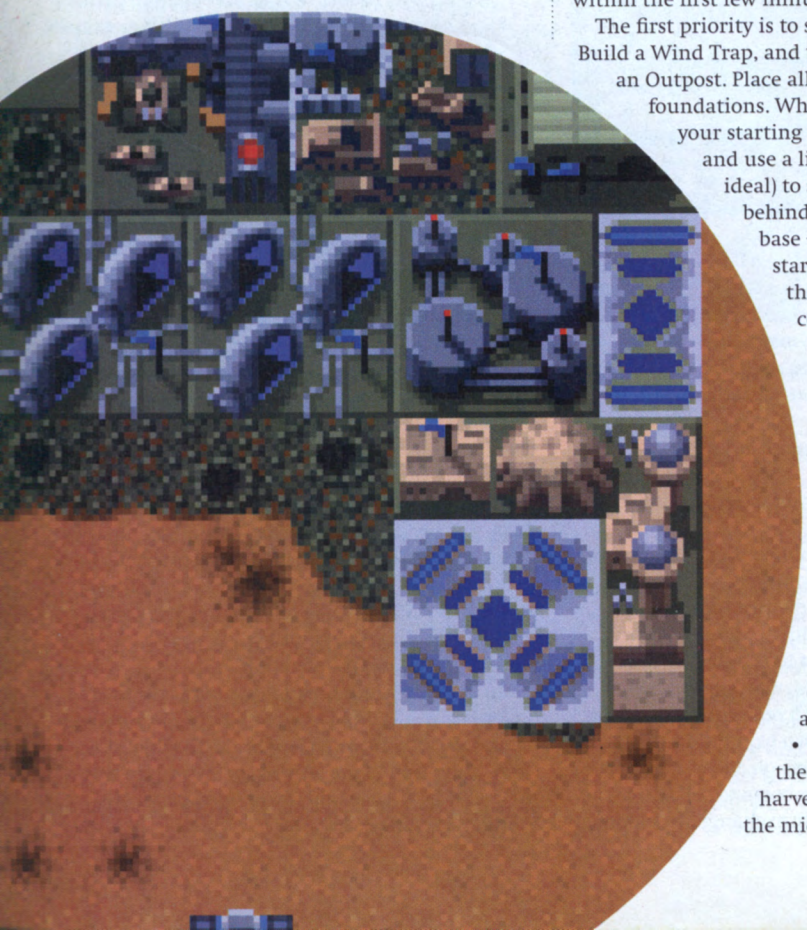
The computer opponent tends to follow the same pattern in each sector. After a short pause there will be a first strike, normally dropped by Carryall on all sides. Almost as soon as this force is beaten, the main assault begins with a strong attack from the direction of the enemy base. These attacks will continue in waves for some time, and then pause as the computer rebuilds its forces.

Starting off

Getting off to a good start is vital – you are always attempting to seize control of an enemy-held sector, complete with at least one base and initially superior numbers, and it's often possible to lose within the first few minutes.

The first priority is to start spice production. Build a Wind Trap, and then a Spice Refinery, then an Outpost. Place all these on Concrete Slab foundations. While doing this position your starting forces around your base, and use a light vehicle (Trikes are ideal) to scout for spice. Do this behind and to either side of your base – the enemy nearly always starts on the opposite side of the map, and any early contact speeds up their first attack.

Beat off the first attack, and then begin your defensive line.



Your base

It is vital to think ahead when building, as mistakes can become disasters later.

- Always use Slabs for any buildings facing in the direction of the enemy, Spice Refineries and Wind Traps at least
- Never build Refineries on the left of your base, as the harvesters can become stuck in the middle of your buildings.
- Build Factories and Repair Facilities on the side facing the enemy, and Wind Traps on the other.
- Surround buildings that need no access with other buildings.
- Avoid 'roads' in-between buildings – vehicles can become stuck in them.
- Construct new building types as soon as they're available.
- Keep an eye on building damage levels.

Defence

If you can set up a strong defensive position, you've effectively won the game. After the first attack, the enemy will always come from the direction of their base, and hardly ever try to flank you or attack you from the rear.

- Set up a defensive line of vehicles. After the first few attacks you will know the 'width' of the enemy attack front, and can block them.
- Scout ahead in the direction of the enemy base, to allow ample warning of attacks, and maximise long-range weapons.
- Make the line a few squares away from your base, and two vehicles deep. Place heavily-armoured units in front, and long-range units behind. Place both on 'guard'.
- Build defensively (see 'your base'), allowing new and repaired vehicles to be released just behind the defensive line.
- Try to keep a two-square buffer between your buildings and the sand on this side of your base, and build turrets every other square at the edge,



allowing enough room for vehicles to enter and leave.

• Replace and repair vehicles often.

Attack

Once the defensive line is set up you should be nearly immune to conventional attacks. Keep destroying enemy vehicles until the 'lull', then start your attack.

• Use light vehicles to scout out the enemy base – don't worry if they're destroyed in the process.

• Build a group of six or so of the toughest vehicles available, and send them to the side of the enemy base, out of attack range.

• When they're all there, attack en masse. Attack any turrets first, then enemy vehicles, then the buildings. Always attack a target with all of your force at once.

• When this group is destroyed, repeat the procedure, keeping an eye on your defences.

• Use infantry in attacks after the enemy turrets and vehicles have been destroyed – move them into buildings and they self-destruct, causing a great deal of damage. Again, attack in groups.

• Don't worry about capturing buildings – it's easier to destroy them. ZZ



The Peace Table

IN THE inter-galactic inter-continental warfare waged by both sides in the Mother of All Gamesplaying Wars there are inevitable lulls. Lulls during which the HackMasters™ and the TruePlayers™ choose to forget their differences and come together around the Peace Table for the common good of all Gamesplaying kind. To illustrate the point here's a summary of the minutes of their latest meeting...

GATEWAY (Legend)

Joel Morris, Hackney: I know this game is old, but I'm 100% stuck. I've visited all the worlds and done everything I can, but I can't seem to do anything in the museum. How do you steal the disk without being arrested?

Peace Table: You firstly need the medallion from Nubar (you'll have to get 7 out of 10 in the trivia quiz). Go to the museum and put the medallion on the device. The device will hum. Take the tuning fork from the pedestal and then put the tuning fork inside the device. A hologram of the fork will appear over the medallion. Take the medallion and put in on the pedestal. This will con the alarm system into believing you're an upstanding member of the Gateway community.

Joel: Thanks very much Peace Table.

Peace Table: Our pleasure, Joel.

SPACE QUEST 5 (Sierra)

Kay Small, Kingsbury: I've been playing Roger Wilco for three weeks –

Peace Table: Three weeks!

Kay: Yes three weeks and I still can't get the cloaking device from the Womanoid's ship. Help!

Peace Table: Enter the Womanoid's ship and examine the panel containing the cloaking device. First turn all the dials to diagonal. Then click on the Upper Left and Lower Right panels. Now turn the remaining dials straight, click on the last two panels and then take the device.

Kay: Thanks Peace Table! Gosh, you must be good in bed or something.

Peace Table: Oh yes.

THE SUMMONING (US Gold)

Mr. R. Stadler, Cambs: At the three Challenges I can't solve the Challenge Of The Mind. The mouth asks you to solve the equation – how?

Peace Table: The objects you are given to solve the equation are a bottle, a rock, and a broken bottle. You don't need international peace-keeping abilities to know the solution is thus: bottle + rock = broken bottle.

Mr. R. Stadler: Oh yeah. I guess I must be pretty stupid then.

Peace Table: Yes, in a sense.

ANOTHER WORLD (Delphine)

Steven McGann, Aldershot: I just can't get past the bloody second section Peace Table!

Peace Table: It's okay. It's alright Steve.

Steve: But I just can't do it, Peace. I get out of the cage and I always, yes always, get killed by the guy at the last elevator.

Peace Table: This is a tough problem that we often face here in our plush suite at the International Peace Keepers Hotel in New York. Here's what you must do: get out of the cage, pick up the gun, run right, shoot the first guy, and keep running right until you reach the wall. Turn around and build a force-field, step forward a little so the gun peeps past your field and shoot the aliens which come a-running at you. You'll have to build two force-fields in all and in the meantime your friend is knocking down the walls. When the wall goes down run right and then go all the way to the bottom in the elevator and shoot the small button on the left. This will turn the power off. Go back to the elevator, go down the middle corridor. Quickly, run left, down, left and then up.

I hope this helps.

Steve: It does! It does! Thank you! Thank you!

Peace Table: Alright. Don't get carried away.

GOBLIIINS (Digital Integration)

Margaret Salmon, Brighton: I can't beat level four of *Gobliiins* (the one with the zombie and the hunchback). It bugs me frankly. And tell me quickly, because I've haven't the patience for your Peace Table perambulations.

Peace Table: Steady on Marg. Here's how to do it. Near the hunchback is a stick. Punch it or zap it to make it taller. The puncher must then climb the stick and punch the face. This will release a tongue. Release the zombie and get both goblins standing on the tongue. As the zombie comes near get the puncher to smack the big face. This will raise the tongue and let the zombie walk underneath.

Margaret: Good. Bye!

Peace Table: Er, bye (*thinks*: lordy she was a bit stroppy) ZZ

So that's it for another month of Troubleshooting. If you feel you've any hacks (newies or additions to the ones printed) then send them in. If you feel you've any complete solutions to donate to the Gamesplaying cause then send them in. If you feel you need the aid of Peace Table, send in your request. The address is **Troubleshooter, PC Zone, 19 Bolsover Street, London, W1P.** Next month we'll finish *Underworld II*, and be hacking into *Magic Pockets*, and *Shadoworlds*. Stay tuned.

Eagle PC



10% DISCOUNT WITH ORDERS OVER £75*

TELEPHONE
081 361 6730
OR
081 889 9172
24 HOUR FAX LINE
081 361 2733

118a Palmers Road
New Southgate
LONDON N11 1SL

CD-ROM

3D Con Kit/Castlemaster	£25.99
Air Warrior	£23.99
Beauty and the Beast	£37.99
Carmen World Deluxe	£32.99
Case of the Cautious Condor	£37.99
Daggers of Amon Ra *	£32.99
Guinness Book of Records	£45.99
Guy Spy	£24.99
Inca *	£39.99
Loom	£32.99
Magnetic Scrolls Collection	£24.99
Pacific Islands	£24.99
Realms	£24.99
S.Holmes Consulting Detective1/2/3	£44.99
Secret of Monkey Island	£35.99
Secret Weapons Luftwaffe	£39.99
Spirits of Excalibur	£21.99
Supremacy	£24.99
Town with No Name	£23.99
Ultima Series 1-6	£35.99
W.Commander + Sec.Missions 1 & 2	£35.99
Wing Com Deluxe + Speech Pack	£39.99
W.Com./Ultima VI Deluxe Pack	£29.99
Wing Com 2/Ultima Underworld	£39.99
Wild Places	£27.99
Zork Trilogy	£20.99

3.5 HD DD discs

with Labels (1.4 Mb) boxed in 10's

10 x 3.5	DS	HD	£7.99
20 x 3.5	DS	HD	£14.50
30 x 3.5	DS	HD	£20.99
50 x 3.5	DS	HD	£36.99
100 x 3.5	DS	HD	£67.99

Also available: DS DD disks please phone.
Postage varies, please phone for details.

CLUE BOOKS

Ultima VII	£8.99
Ultima Underworld	£8.99
Wing Commander 1+2 Strategy	£17.50

AWARD WINNERS only £21.99
Space Ace, Kick Off II, PipeMania, Populous

DREAM TEAM only £21.99
WWF, Terminator II, Simpsons

SPORTS MASTERS only £23.99
PGA Tour Golf, Indy 500, Advantage Tennis, European Championship 92

STRATEGY MASTERS only £23.99
Populous, Spirit of Excalibur, Merchant Colony, Cohort, Chessplayer 2150

SOCCER STARS only £16.99
Kick Off II, Microprose Soccer, World Championship Soccer

NAPOLEONICS * ly £27.99
Waterloo, Borodino and Austerlitz

COMBAT CLASSICS
only £24.99
F15 Strike Eagle II, 688 Attack Sub, Team Yankee

POWER PACK II
only £15.99
It Came From The Desert, Battlemaster, TV Sports Basketball, Back to the Future III

BITMAP BROTHERS VOLUME II *
only £18.99
Gods, Magic Pockets, Xenon II

AIR, LAND, SEA only £21.99
688 Attack Sub, Indy 500, Soviet Attack Fighter SVI-25

BOARD GENIUS only £19.99
Cluedo, Risk, Monopoly, Scrabble

BITMAP BROTHERS VOL 1 only £21.99
Xenon, Cadaver, Speedball II

THE GREATEST only £24.99
Lure of the Temptress, J.W.Whirlwind Snooker and Shuttle

DIZZY COLLECTION * only £23.99
Fantasy World Dizzy, Magicland Dizzy, Kwik Snax, Dizzy: Prince of the Yolk Folk, Food Fast

10 INTELLIGENT STRATEGY GAMES only £23.99
Chess, Draughts, Go, Backgammon, Othello, Connect 4, Bridge, Gomuko, Renju, Chinese Chess

SPECIAL OFFERS 3.5"

Action Masters	£15.99	Lure of the Temptress	£15.99
Battletech II	£16.99	Magnetic Scrolls	£16.99
Blue Max	£13.99	Mavis Beacon Typing	£13.99
Blues Brothers	£15.99	M1 Tank (Mirrorsoft)	£15.99
Captive	£14.99	Moonstone	£15.99
Cisco Heat	£10.99	Paperboy II	£16.99
Command HQ	£15.99	Rise of the Dragon	£17.99
Deathbringer	£11.99	Shadowlands	£17.99
Dick Tracy	£16.99	Sub Battle Sim.	£15.99
Die Hard II	£13.99	Taking Beverley Hills	£16.99
Elvira Mistress Dark	£16.99	The Godfather	£10.99
Harpoon (original)	£12.99	Time Quest	£15.99
Home Alone	£15.99	Turtles II	£15.99

SPECIAL OFFERS 5.25"

Bloodwych	£7.99
Back to the Future III	£7.99
Cisco Heat	£12.99
Champions of Krynn	£10.99
Eco Quest	£17.99
TV Sports Football	£6.99
Ultima Trilogy I	£20.99

EAGLEBUSTER
only £15.99
Cisco Heat, Bloodwych, and Back to the Future III

5.25" prices on application only

TOP TITLES 3.5"

3D Chalt: Starfighter Ace *	£24.99
3D Construction Kit 2.0	£37.99
4D Sports Boxing	£13.99
4D Sports Driving	£13.99
A-Train	£27.99
A-Train Con Kit *	£23.99
Aces of the Pacific	£27.99
Aces of the Pacific : WW2	£17.99
Alcatraz	£21.99
Alone In the Dark	£27.99
Amazon	£32.99
Another World	£21.99
Armada	£21.99
Ancient Art of War in Skies	£32.99
Ashes of Empire	£34.99
A.T.A.C.	£33.99
A.T.P.	£27.99
B17 Flying Fortress	£33.99
BAT II	£27.99
Battle Chess II	£20.99
Battle Chess Windows	£23.99
Battle Chess 4000 (SVGA)	£23.99
Battle Isle	£23.99
Betrayal at Krondon *	£32.99
Birds of Prey	£26.99
Blue Force *	£27.99
Borodino	£21.99
Caesar	£23.99
Campaign	£27.99
Captive II	£24.99
Car and Driver	£27.99
Carriers at War	£24.99
Carrier Strike	£26.99
Castle of Dr Brain	£24.99
Castles	£23.99
Castles II	£23.99
Championship Manager	£20.99
Chessmaster 3000 Win/Dos	£23.99
Chuck Yeager's Air Combat	£23.99
Civilization	£27.99
Complete Chess System	£23.99
Cool Worlds	£21.99
Commanche	£32.99
Conflict Europe/Austerlitz	£9.99
Cover Girl Poker	£20.99
Creepers	£27.99
Crusaders of Dark Savant	£34.99
Curse of Enchantia	£23.99
Dark Half	£24.99
Darklands	£33.99
D.Leadbetters Golf	£33.99
Daemons' Gate	£26.99
Daggers of Amon Ra	£32.99
Das Boot	£14.99
Daughter of Serpents	£27.99
D/Generation	£14.99
Disney Animation Studio	£74.99
Dogfight	£32.99
Dragons Lair II	£26.99
Dragons Lair III	£27.99
Dragon Wars	£20.99
Dreadnoughts	£23.99
Dune	£23.99
Dune II *	£23.99
Dungeon Master	£23.99
Dynablaster	£23.99
Eco Quest	£27.99
Eco Quest (Search for Cetus)	£23.99
Eco Quest II (Rainforest	£23.99
Elite +	£27.99
Elf	£21.99
Eric the Unready *	£23.99
Eternum	£23.99
Elvira II Jaws of Cereberus	£26.99
Elvira the Arcade	£16.99
Epic	£23.99
Eric the Unready	£23.99
Eye of the Beholder	£20.99

TOP TITLES 3.5"

Eye of the Beholder II	£24.99
F15 Desert Storm Scenario	£12.99
F15 Strike Eagle III	£32.99
F117A Stealth Fighter 2.0	£27.99
F19 Stealth Fighter	£27.99
Falcon	£11.99
Falcon 3.0	£33.99
Falcon 3.0 Mission Disk I/2	£17.99
Fantastic Worlds	£27.99
Fate of Atlantis	£26.99
Fire and Ice *	£21.99
First Samurai	£21.99
Flight of the Intruder	£15.99
Flight for Victory	£26.99
Flight Sim IV	£39.99
Northern England Scenery	£18.99
Floor 13	£23.99
Free DC	£24.99
Front Page Sports Football *	£27.99
Gobliiins VGA	£23.99
Goblins II	£23.99
Gods	£23.99
Golden Eagle	£23.99
Golf Companion	£23.99
Go Simulator	£16.99
Graham Taylor	£21.99
Grandmaster Chess	£24.99
Grand Prix (Microprose)	£28.99
Grand Prix Unlimited	£24.99
Grandslam Bridge II	£27.99
Great Naval Battles	£27.99
Great Naval Battles D.D.	£14.99
Gunship 2000	£27.99
Gunship 2000 Sen disk	£17.99
Harpoon with Battleset II	£27.99
Harpoon Battleset III	£11.99
Harpoon Battleset IV	£11.99
Harrier Assault AV813	£27.99
Harrier Jump Jet	£32.99
Heimdall	£23.99
Hero's Quest	£20.99
Heroes of the 357th	£23.99
Historyline 1914-18	£27.99
Home Alone II	£21.99
Hong Kong Mahjong	£20.99
Hook	£23.99
Horse Racing Game (Kris) *	£23.99
Humans	£21.99
I.Botham Cricket	£21.99
Immortals	£20.99
Inca	£31.99
Int. Rugby Challenge	£21.99
Island of Dr Brain	£24.99
Jetfighter II Deluxe	£37.99
J Nicklaus Signature ed(HD)	£27.99
KGB	£24.99
Kings Quest V VGA/EGA	£27.99
Kings Quest VI	£33.99
Laser Squad	£24.99
Leath.Goddess of Phobos II	£23.99
L'Emperor Napoleon	£27.99
Legend	£21.99
Legends of Kyrandia	£23.99
Legends of Valour	£27.99
Leisuresuit Larry V V/EGA	£27.99
Lemmings	£22.99
Lemmings - Data Disc	£15.99
Lemmings - Stand Alone	£20.99
Lemmings II	£27.99
Lethal Weapon	£21.99
LHX Attack Chopper	£26.99
Life & Death	£14.99
Life & Death II	£20.99
Links	£31.99
Links extra courses each	£17.99
Links Pro	£32.99
Links Pro Manua Kea	£17.99
Liverpool Football	£20.99

TOP TITLES 3.5"

Lord of the Rings	£23.99
Lord of the Rings II	£23.99
Lost Files of S.Homes	£29.99
Lost Patrol	£18.99
M1 Tank Platoon	£27.99
M. Ditka Ultimate Football	£23.99
Magic Pockets	£22.99
Man Utd Europe	£17.99
Martian Memo (VGA only)	£23.99
Mavis Beacon Typing II	£23.99
Maxi Maths (9-14)	£16.99
Mega Fortress	£15.99
Mega Sports	£21.99
Megatraveller I	£23.99
Megatraveller II	£23.99
Microsoft Golf for Windows	£39.99
Might and Magic III	£27.99
Might and Magic IV	£32.99
Millenium	£24.99
Mixed Up Mother Goose	£23.99
Monkey Island	£20.99
Monkey Island II	£23.99
Mouse Serial PS2	£15.99
N.Mansell World Champ *	£23.99
NCAA Basketball	£23.99
NFL Football	£27.99
Omar Sharrif's Bridge Dos/Win	£26.99
Origin Screen Saver	£18.99
Pacific Island (T.Yankee II)	£23.99
Pacific Islands Mission Disk *	£14.99
Pacific Islands II *	£24.99
Patriot *	£32.99
Patton Strikes Back	£26.99
Perfect General	£27.99
PGA Golf Tour +	£15.99
PGA Golf Tournament Disc	£12.99
PGA Windows	£27.99
PGA Windows Courses	£13.99
Police Quest III VGA	£26.99
Populous II	£27.99
Populous/Sim City	£24.99
Powermonger	£24.99
Premiere Manager *	£21.99
Privateer *	£27.99
Prophecy	£21.99
Quarky & Quaysoo's Science	£24.99
Quest for Glory III	£32.99
Railroad Tycoon	£24.99
Rampart	£21.99
Reach for the Skies *	£23.99
Realms	£19.99
Red Baron EGA/VGA	£27.99
Red Baron Mission Builder	£17.99
Rex Nebular	£32.99
Ring World *	£27.99
Risky Woods	£20.99
Robocop III	£21.99
Robosport	£27.99
Rolo to the Rescue *	£27.99
Rome	£23.99
Rules of Engagement	£23.99
Sabre Team *	£24.99
Sands of Fire	£20.99
Sargon V	£18.99
Scrabble	£21.99
Secret Missions 2	£12.99
Secret Weapon Luftwaffa	£27.99
Secret Weapons DD each	£14.99
Sensible Soccer	£21.99
Shadow President	£27.99
Shadowlords	£23.99
Shanghai II	£19.99
Siege	£21.99
Silent Service II	£24.99
Sim Ant Dos/Win	£23.99
Sim City (Windows)	£33.99
Sim City Deluxe	£23.99
Sim Earth Dos/Win	£27.99

TOP TITLES 3.5"

Sim Life	£27.99
Sleeping Gods Lie	£11.99
Sleepwalker	£23.99
Sorcerors Appliance	£27.99
Sorcerers get all the Girls	£21.99
Space Crusade	£20.99
Space Quest IV	£26.99
Space Quest V	£28.99
Space Wrecked	£20.99
Spear of Destiny *	£27.99
Special Forces	£27.99
Spellcasting 301	£23.99
Spelljammer	£23.99
Star Control II	£27.99
Star Legions	£23.99
Star Trek 25th Anniversary	£24.99
Stellar VII	£17.99
Streetfighter II *	£21.99
Strike Commander *	£37.99
Strike Commander SAP *	£14.99
Stunt Island	£37.99
Super Tetris	£24.99
Taskforce 1942	£32.99
Team Suzuki	£20.99
Team Yankee	£20.99
Tennis Cup II	£21.99
Tetris	£18.99
The Incredible Machine *	£28.99
The Legacy *	£32.99
The Manager	£27.99
The Summoning	£23.99
Their Finest Hour	£21.99
Thunderhawk AH-73M	£23.99
Time Treks	£32.99
Titus The Fox	£16.99
Tornado *	£32.99
Toyota Celica GT4 Rally	£20.99
Transartica *	£27.99
Treasures Savage Frontier	£20.99
Tree House	£24.99
Trivial Pursuit	£21.99
Trolls	£17.99
TV Sports Baseball	£14.99
TV Sports Boxing	£14.99
Twilight 2000	£23.99
Ultima Trilogy I or II	£27.99
Ultima Underworld	£26.99
Ultima Underworld II	£27.99
Ultima V	£32.99
Ultima VI	£14.99
Ultima VII(HD)	£27.99
Ultima VII: Forge of Virtue	£14.99
Ultima VII :Serpent Isle	£32.99
Utopia	£20.99
Valhalla	£23.99
V for Victory	£23.99
V for Victory II Velikye Luki	£23.99
V for Victory III *	£32.99
Veil of Darkness	£24.99
Vikings	£23.99
Visions	£34.99
Wacky Funsters *	£15.99
Warlords *	£27.99
Waxworks	£23.99
Ween	£23.99
Willy Beamish VGA	£26.99
Wing Commander	£14.99
Wing Commander II	£26.99
Wing Commander Deluxe	£32.99
Wing Com. Speech Pack	£13.99
Wizardry VI	£27.99
Wizardry VII	£34.99
Wizkid	£21.99
World Tennis Championship	£26.99
W.W.F. 2	£21.99
Xenobots	£27.99
X-Wing	£28.99
Zool *	£24.99

BUDGET UNDER £10

4th'n'Inches	£8.99
688 Attack Sub *	£8.99
ADS	£8.99
Arcade 1	£4.99
Arcade 2	£4.99
Arcade Bonanza	£4.99
Archipelagos	£4.99
Backgammon	£4.99
Ballistix	£7.99
Bards Tale III	£8.99
Basket Master	£8.99
Battle Chess	£8.99
Battlehawks 1942	£9.99
Blackjack	£4.99
Blood Money	£7.99
Bloodwych	£7.99
Budokan *	£8.99
Carrier Command	£7.99
Centrefold Squares	£7.99
Centurion	£8.99
Chuck Yeagers 2.0	£8.99
Club Casino	£4.99
Colossus Bridge 4	£8.99
Colossus Chess	£6.99
Cycles *	£8.99
D.Double Horse Rac.	£7.99
Def of the Crown	£7.99
Deluxe Strip Poker	£7.99
Double Dragon II	£7.99
Fantasy Pack	£4.99
FM2 Gift Pack	£9.99
F.O.F.T.	£7.99
Football Manager	£4.99
Football Master	£8.99
Freddy Hardset	£8.99
Future Wars	£9.99
GFL Baseball	£4.99
GFL Football	£4.99
GFL Golf	£4.99
Golden Axe	£8.99
Hammer Boy	£8.99
Hitch Hikers Guide	£7.99
Hotshot	£4.99
I.Jones Last Crusade Adv	£9.99
International Karate	£4.99
Klax	£6.99
Leather Goddess of Phobos	£7.99
Man United	£9.99
Masterblaster	£4.99
Maya	£8.99
Maze Adventuree	£4.99
Mega Phoenix	£8.99
Midwinter	£9.99
Mig 29 *	£8.99
Murder	£8.99
Never Mind	£7.99
North and South	£6.99
Onslaught	£7.99
Panza Kick Boxing	£7.99
Passing Shot	£7.99
Pictionary	£8.99
Pitfighter	£8.99
Populas	£8.99
Predator II	£7.99
Pro League B. Ball	£4.99
Promised Lands	£5.99
Pro Tennis Simulator	£8.99
Puzznic	£9.99
Rack 'Em	£8.99
RBI2 Baseball	£8.99
Rick Dangerous I	£7.99
Rick Dangerous II *	£7.99
Sinbad/Def of the Crown	£9.99
Ski or Die	£8.99
Space Games	£4.99
Sports Spectacular	£4.99
Star Glider II	£7.99
Starmovik	£8.99
Strikefleet *	£8.99
Strike Force	£4.99
Stunt Car Racer	£6.99
Stunt Driver	£11.99
Supaplex	£6.99
Terminator II	£8.99
The Duel *	£9.99
The Kristal	£9.99
The Immortal *	£8.99
The Simpsons *	£8.99
Toobin	£8.99
Trivial Pursuit Genus Edition	£9.99
TV Spt Football/Rocket Ran	£9.99
Ultimate Golf	£9.99
W C Leaderboard	£6.99
W.C.Leaderboard Series	£9.99
Wind Surf Willy	£8.99
W.W.F. *	£8.99
Z.Mackracken	£9.99
Zork I, II or III	£7.99

EDUCATIONAL

ADI English (11/12,12/13)	£16.99
ADI English (13/14, 14/15)	£16.99
ADI French (11/12, 12/13)	£16.99
ADI French (11/12,12/13)	£16.99
ADI Junior Counting (4-5)	£16.99
ADI Maths (13/14, 14/15)	£16.99
ADI Maths (11/12, 12/13)	£16.99
Algebra (EA)	£39.99
Better Maths (12-16)	£16.99
Better Spelling (9-14)	£16.99
Biology (12-16)	£16.99
Chemistry (12-16)	£16.99
Count and Add (3-6)	£23.99
First Class (Shoe People)	£8.99
Fun School 2 (under 6)	£7.99
Fun School 2 (6-8)	£7.99
Fun School 2 (over 8)	£7.99
Fun School 3 (under 5)	£16.99
Fun School 3 (5 - 7)	£16.99
Fun School 3 (7+)	£16.99
Fun School 4 (under 5)	£16.99
Fun School 4 (5 - 7)	£16.99
Fun School 4 (7+)	£16.99
Henrietta's Book Spells	£23.99
Hooray for Henrietta (5-14)	£23.99
Junior Artist (5-10)	£12.99
Junior Typist (5-10)	£12.99
Kid Pix Dos/Win	£23.99
Kid Pix Companion	£16.99
Magic Maths	£16.99
Mario is Missing	£25.99
Mario Teaches Typing	£21.99
Maths Adventure	£18.99
Maths Mania (4-8)	£16.99
Maxi-Maths (9-14)	£16.99
Merlins Maths	£20.99
Mickey's 123	£16.99
Mickey's ABC	£16.99
Mickey's Colors & Shapes	£16.99
Mickey's Crossword	£16.99
Mickeys Jigsaw Puzzles	£16.99
Mickey's Memory Challenge	£16.99
Noddys Playtime	£21.99
Paint and Create	£20.99
Physics (12-16)	£16.99
Physics/Electronics (12-16)	£16.99
Playroom	£18.99
Playschool (3-8)	£16.99
R. Rabbit +Sound Source	£34.99
Spellbound (7-Adult)	£23.99
Spelling Fair	£20.99
The Three Bears	£16.99

VISIT OUR SHOP
AT
120a
MYDDLETON ROAD
WOOD GREEN
LONDON
N22 4NQ.
081
889 9172
SHOP PRICES MAY VARY.

Please make cheques and P.O.'s payable to ***Eagle PC***. P&P is £1.00 per item in the UK. Orders under £10 please add 50p per item. Europe: add £3.50 per item. Elsewhere add £4.50 per item. New titles will be sent as released and are subject to manufacturers price reviews. E.&O.E. Special offer applies only if requested at time of ordering. It does not apply to discs.

Disk Size _____ Date _____

Title _____ Price _____

_____ Price _____

_____ Price _____

_____ Price _____

P & P _____

Total _____

P33
*Not released at time of going to press

VISA Access

Name: _____

Address: _____

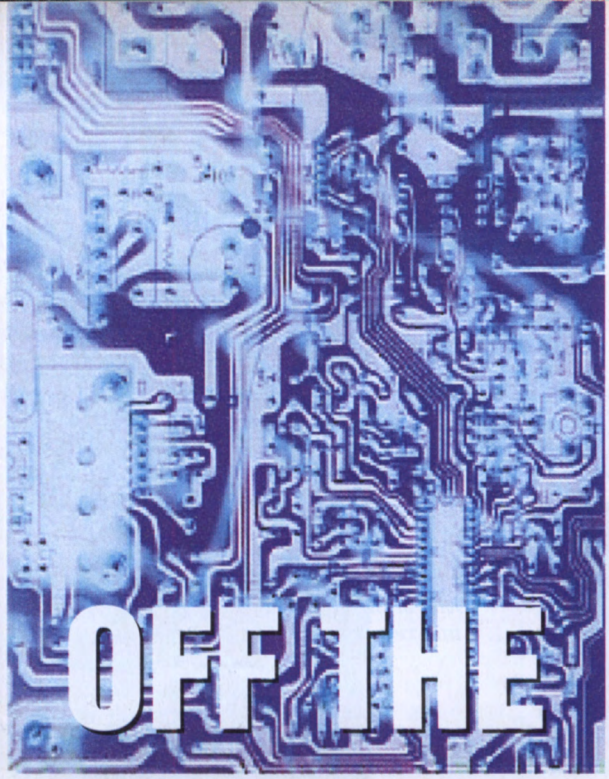
Postcode: _____ Tel: _____

Card No: _____

Exp Date _____ Member No: _____

Access ☐ Visa ☐ Cheque ☐ P.O's ☐

Free Membership



UNHOLY TRINITY

Mark Burgess has just returned from Macca's course 'How to Write Seminal Reviews'. This is his homework:

CATACOMB ABYSS
CATACOMB ARMAGEDDON
CATACOMB APOCALYPSE

***Catacomb Abyss* has already sold in its thousands. It was programmed by Mike Maynard, Jim Row and Nolan Martin for Gamers' Edge in conjunction with the famous ID team which produced *Wolfenstein 3D*. *Catacomb Abyss* is shareware and the next two episodes – *Catacomb Armageddon* and *Catacomb Apocalypse* – cost £34.08 inclusive (contact Transend).**

Gamer's Edge
Distributed by
Transend Services Ltd
Tel: 0274 622228
Keighly Business Centre
Knowle Mills, South Street
Keighly BD21 1AG

CATACOMB ABYSS

YOU ARE A magician who has just defeated his dark rival, Nemesis, in the mother of all battles. Unfortunately his blind minions do not know when to acknowledge defeat. They have put up an idol to their deposed leader and a pall of gloom and eldritch horror now lies over the land.

The panic-stricken townspeople have once again asked you to help. Only your magic arts can save them and their mouldering town.

You are armed with your wits – oh dear – and magic missiles. You can collect zappers – a kind of machine gun version of the missiles – and Xterminators, which spray out missiles in all directions. Useful if you get cornered, and you will. You can also find cure potions, which restore your strength after a punishing bout. These bits of kit will either be suspended in the air or else in treasure chests. They can all be destroyed by your missiles, so take care.

The screen shows an inventory of keys and equipment, together with a display of your health and a crystal ball. The latter is a combination of radar screen and compass; it shows the position and distance of baddies and the way North.

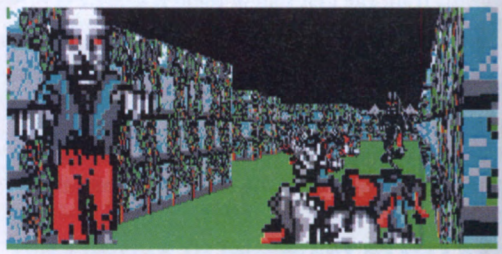
The keys you collect are vital to your progress. As you come up against a door, you will be told what colour key it needs. There are also scrolls that give various bits of information.

The other way around is to blast weak walls. These are blood stained (Garden of Souls, Crystal Maze), marked with banners (Mausoleum) or stand out in some other way. The message bar will often give you useful hints.

The Towne Cemetery

You start in the Towne Cemetery which holds green, red and blue keys. The enemies here are zombies and bats, both of which can be dispatched with one shot. Look for the red windows and throw a missile at them. Stand back when you do this as some nasty is bound to appear and you need to draw a bead on him.

The green key is off Shinbone Alley. Scroll one is in the Family Plot where you will be attacked by bats. Follow them to get the blue key. The purple jewel is in a storage room off the Private Plots.



The Garden of Tears

Use the blue key to get into the Garden of Tears. The red key is in the storage room off South Midway – but you will need the yellow key. There is one in a back wall niche off the Field of Sighs – a noxious place off Central Midway where you will be attacked in force. As well as zombies and bats you will now have to contend with flying demons – fortunately another one shot creature. The red key gets you into the Mausoleum Grounds.

The Mausoleum Grounds

The skeletons make their first appearance and need about three shots to kill them. The red and yellow keys are here, together with the yellow jewel.

The Mausoleum

The new enemy here are the Mage – red-robed figures that fire at you. Inside the Mausoleum is the ☞

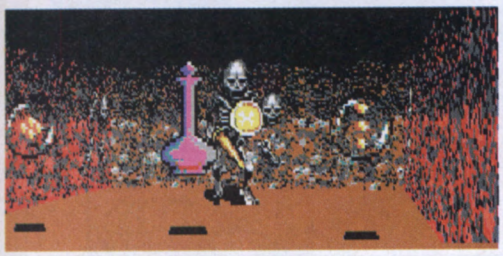
☞ red jewel off the Hallowed Hallway, in the Place of Enchanted Cubes. The exit is to the east.

The Crypt Of Nemesis

Flying Demons and Mage attack you and there is a scroll. Off the Chamber of the Undead you will find the red key, in the Sacrificial Altar Room.

The Den Of The Zombies

The entry is the Hall of the Undead and opening off it are various mouldering rooms (shoot at the walls with skeletons in them). You need green and yellow keys. Go NW and into the Subterranean Vault.



The Subterranean Vault

Scroll three here, and the yellow key is off the Large Dusty Room. Blue demons make their first appearance here in the North Tunnels of Doom. They need one or two zappers to melt them. The South Tunnels of Doom lead through the twisted Passages of Death to the Bone Chamber. North of here you will find the Chamber of the Well of Souls. Plunge down it to the Ancient Aqueduct.

The Ancient Aqueduct

The blue jewel and another scroll are here and so are many difficult-to-kill blue meanies, a kind of aquatic troll. The first sign of them is a circle of bubbles. Back off and get ready to use zappers. Leave by the SE corner, off the Southern Channels.

The Orc Mines

The Orcs are dwarfish, under-armed and easy to kill but there are also skeletons here and so is scroll four. To the NW is the Trolls' Gate Access and the gate itself; both need green keys.

The Lair Of The Trolls

The Lair of the Trolls has Trolls – as you might expect – together with orcs. There are two yellow keys here, scroll five and three timers.

The Demons' Inferno

Here are blue demons, skeletons, a yellow key and a timer. Exit is in the far SE corner

The Battleground Of The Titans

Blue demons again and Trolls. Lots of them. There are two huge rooms – demons to the left and Trolls to the right. First gather all the treasure from the niches along the wall. Then brace yourself, make sure your health is at 100% and fire at the left hand wall. Run like hell to the timer and trigger it. You have a minute to collect all the zappers and the red key, run out of the room, open up the middle corridor, kill the three monsters and then wait for the demons to come for you. They will come in through the Dark Way to the Coven of the Mages in a single file and you can pick them off with zappers. Repeat the procedure for the right hand room – the Trolls.

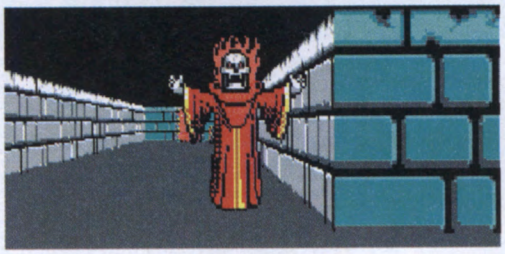


The Coven Of The Mages

There are five transporter gates here. Together with scroll seven and yellow and red keys. Roving eyes will zap you with missiles and the Mage are here in force. The exit is through the third gate.

The Inner Sanctum

Red demons and Mage give you a tough time here. You must pick up two yellow keys, one green and one red. There are timers here and an exit east.



The Haunt Of Nemesis

At last you draw near. Lots of red demons, some held back by zappers. Run in, grab zappers and run away fast, picking them off as they round the corner. Behind some of these red demons, guarding treasure, is Nemesis himself. Use everything you've got and cure yourself often. He will collapse in a heap at your feet, giving up the red key.

The Passage To The Surface

Step over the body of Nemesis and go through the door. Through the Hall of the Fallen heroes you come to a statue of Nemesis. There are two weak walls. To the right is the way to the surface. To the left is a collection of goodies and then the way to the surface. The goodies include three hidden levels, an indestructible mode, lots of extra zappers, time freeze and the a warp to any level.

You can relax knowing you have saved the town again and that Nemesis is dead. But is he? No, like all good horror movies, *Catacomb Abyss* has a sequel.



SUMMARY

The gameplay is brilliant and puts many commercial offerings to shame. We see too many fifty quid *Boulderdash* clones where all the programming has gone into a fancy animation sequence you could only bear to watch twice. The *Catacomb* series is a classic. The games have an atmosphere of real tension, as you watch the sphere for the creatures out to get you.

The nagging doubt I have is the EGA compatibility. The game doesn't scroll as smoothly as *Wolfenstein*, and although the graphics are good they can prove irritating over a long (say three hour) playing session. Some levels, like the Demon's Inferno, are almost painful to play.

That said, I played the series constantly and would hold it up as a shining example of what shareware can do.

I won't compare shareware games with commercial software. This isn't because they are not comparable in terms of quality – they are – but because if you don't like a shareware game you don't pay for it.

The only program to compare with *Catacomb* is *Wolfenstein 3D*. The scrolling is smoother in *Wolfenstein 3D* but the gameplay in *Catacomb* is better. Luckily it's not a problem; try them for free and see which one you prefer. That's what the shareware philosophy is all about.

PC ZONE specs

Minimum Memory: 640K
Minimum Processor: 286
Minimum Speed: 20MHz
Installation: Optional (but advisable)
Minimum Graphics: EGA
Sound Cards: Ad-Lib, PC Speaker
Controls: Keyboard, Mouse, Joystick
Comments: Thanks to Transend Services for supplying full copies of the programs.

CATACOMB ARMAGEDDON

AFTER *Catacomb Abyss* comes *Catacomb Armageddon*. Here Nemesis has come back from the dead to menace the world once more. Time for you to sort him out again.

The Towne Of Morbidity

You start in the Towne of Morbidity. The zombies you will remember from *Abyss*, but here you also have giant ants. These are really disgusting creatures. They are difficult to kill and remain kicking convulsively in their green blood. In the town you must collect two red keys, two yellow, one green and one blue. There is a purple jewel and the exit is directly north from the entrance.

The Dark Forest

Evil trees come for you. Hit them with zappers. They will remain burning so don't back into one. The other inhabitants of the forest are bats. You must find a green key and a yellow jewel. The key is in the Heart of Darkness, beyond the Inner Forest off the North East Clearing. The way out to the Garden of Forgotten Souls is off the Northern Trail.



The Garden Of Forgotten Souls

Look out for zombies, bats, Mage and... killer rabbits. There are four yellow keys here and one red jewel. Exit to the NE.

The Lost City Of The Damned

Three yellow and two red keys. The green jewel is here, off the Hall of Bones. Fight off skeletons and Viper Ladies. The Viper Ladies begin as statues and then come alive, slashing with their scimitars. Forget chivalry, shoot them. Exit to the NE.

The Temple Of Vipers

The entrance is a corridor. The door to your left needs a red key, the door to your right, a green. Blast the wall ahead and there they are. As soon as you enter the temple Viper Ladies attack in force and the Mage put in an appearance. There are two more red keys (in the Altar Room of Southern Light and the Long Hall of Truth) and one green key plus some transporter gates. Through the second astral projection room is the entrance to the Torture Chamber.

The Torture Chambers

Skeletons detach themselves from the walls to attack you and Viper Ladies are here too. Look for two yellow keys and go East via the Snake Like Passages into the Demons' Hold.

The Demons' Hold

Two-headed red demons attack you. Many are confined behind force fields; pull back shoot out the fields and pick off the demons. Five keys here: two green, one red, one blue and one yellow. The blue jewel and treasure are through the gate off the Musty Smelling Room. Go south for the exit. This is just a well. Down you go.



The Ant Colony

You are attacked by ants and green monsters, like ghouls. When you shoot the ghouls their heads swell and explode. The green key is in the East Egg Colony and the yellow is in a Side Tunnel off the Southern Tunnel. Exit NW through the Musty Northern Tunnels and the Western Tunnel.

The Hall Of The Wretched Pox

You do get to some interesting places in this game. The green ghouls are here in force together with roving eyes. Two red keys are here – one in a hidden recess off the Gallery of Misery and the other in a Guarded Key Chamber, also off the Gallery. Get out of here by going NE.

The Lair Of The Succubus

You arrive at the Central Access Chamber. The yellow key gets you through the door on your right.

You are attacked by green ghouls, Mage and the Succubi themselves. These are blue items with big breasts and long brown hair whose method of attack is to send out flaming hearts. No time for sentiment; shoot them.

Three red keys here. Exit to the NE.

The Chamber Of The Evil Eye

Eyes follow and attack you. A red key off the Front Hall and red, blue, green, yellow and purple jewels off the Northern Hall. From the Northern Hall go to the Axis Chamber where there are timers and, just round the corner... Nemesis! Or is it? A bit further and there are more of him, in the Clone Chamber – all is clear now. Exit to the Flaming Inferno SE.



The Flaming Inferno

Another level that is hard on the eyes. You are attacked by two-headed red monsters, Mage and roving eyes. There is a blue key near the exit North.

The Subterranean River

One red and one yellow key. This level has the cutest baddies yet... crocodiles. Unfortunately, they spit fire at you so you can forget any arguments for their conservation.



The Crystal Maze

The most frightening so far – you are trapped in a crap game show. No, it's okay: you just have to fight two-headed red monsters and Mage and find three red keys. The Place of Invisible Walls is the strangest yet in your travels. A huge room, full of enemies and the red key, in which you come against invisible barriers. Sidle along the walls and use missiles to check for gaps. The door here will take you to the Ramparts.

The Ramparts Of Nemesis

Three transporter rooms here. The one of Lost Ways will get you the green key. The Gateway to Defended Treasure will get you the red, the blue key is through the Gateway of the Strident Clone. The Gateway to Certain Termination leads to the approach to the Clones of Nemesis. Ready to die?

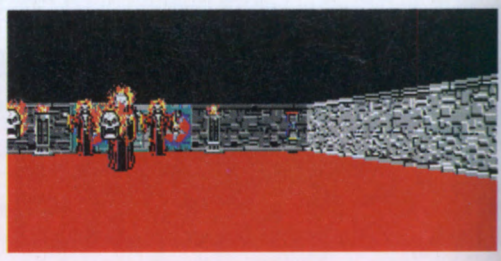
The Fortress Of Nemesis

Transporters, Mage and... him again! Do him for sure and then stroll out NNW.

The Passage To The Surface

Bask in your triumph; I mean, that's it. Isn't it?

I'm afraid not. Nemesis is not only back from the dead again, but he's recruited creatures from all ages. Can you go through it all again? The frights? The sudden deaths? The 16 colour EGA display?



CATACOMB APOCALYPSE

NEMESIS AND his cohorts have assembled a first team of mutants, robots and a platoon of heavily armed undead. So what? So you've got to sort it out (again). Third time lucky for the world? We'll see.

The Sanctuary Of The Dead

Here is where you meet your new foes. Spectres are shimmering things in black cloaks. They have a single red eye and fire at you. In fact, everything in *Apocalypse* fires at you. Also here are the wizards – little green buggers with blasting wands. They look like leprechauns from hell.



The Wizard's Garden

Wizards and mechanical flies greet you here. Blue key and yellow jewel are to the NE. The red key is to the West. The blue key takes you through a door to the West which leads to the Graveyard of Fallen Heroes. West again to the Forgotten Plots, the blue key opens a door to the North which leads to a hidden niche with the red key. Go back to the Graveyard. A wall will give way and you will fall into Lost and Forgotten Chambers. Lots of mechanical flies here. West is the yellow jewel and blue key. The red key fits the door to your right which lets you into the Chamber of the Time Gate.

The Chamber Of The Time Wizards

There isn't anything to collect here – except treasure. It's in those strange things that look like photocopiers. Lots of mechanical flies and wizards give you a rough time. Get to the exit as quickly as you can.

The Axis Of The Time Lords

You are at the hub of four corridors each with a time gate. There are rooms off on the left of each corridor, where you will be savaged by Nemesis/Tutenkamen masks.



The Future Node Of Time

Android Mages, mechanical flies, treasure and four keys – two yellow, one blue and one red.

The Fire Node Of Time

When you arrive you see a hovering eye. For the first time in this game DON'T SHOOT IT JUST BECAUSE IT'S THERE. The thing is a maze drone. Now, they are a bit unreliable. Sometimes they will lead you only to good things, other times they will take you straight into an ambush. Be wary.

The Ancient Node Of Time

Lots of wizards, as you'd expect, and blue demons.

The Water Node Of Time

Strange green creatures with periscope heads attack you. Keep firing at them until their hideous heads explode.

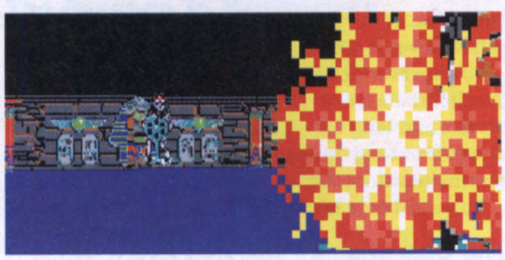
The Wizard's Maze

The drones appear again. You can trust them this time although once they've led you to treasure destroy them or you'll be following them forever. Don't panic if they nip round a corner, drones show up as purple on the crystal ball.

The first thing that happens is a fierce attack by yellow trolls from your right and a less serious bit of aggro from some stray wizards to your left. If the drones disappear while all this mayhem is going on, don't worry: they'll come back for you if you stay near the portico.

The Underground Sewers

Remember the skeletons that attacked you with swords way back in The Mausoleum? Nemesis has them tooled up with a kind of Gatling gun. Manta Rays attack you, but they are almost cute. Nothing much here except treasure. Way out to the south.



The Flooded City

Here the Gatling-toting skeletons are on skateboards. Exit through the Protected Chamber of the Time Gate in the North West corner.

The Computer Core

Another crossroads. Gate one opens on the Neural Input Chamber. Drones reappear and lead you into an ambush at the Reserve Storage Area (SW). Never mind, the blue key is near here. The green key is in the NE Reserve Storage Area. Back to the centre and through gate two for the Random Access Conduit.

Gate three leads on to the Open Field Array Area; a huge killing field, use Xterminators to kill everything. Last to be dealt with is gate four, the Primary Receptor Node. Drones attack in force, the door to the East needs the blue key and leads to the Output Conduit Exit. The door to the north needs a green key and leads to the most terrible scenario so far.

The Chamber Of Invisible Horror

"Beware of things you cannot see" flashes up on the message screen. Oh, great. Then missiles just appear out of nowhere. Look carefully at the crystal ball – you will see a little red dot. Orientate yourself and let off salvo after salvo in its direction watching the path of the missiles. When the monsters come on you mob-handed, resort to exterminators. As the invisible monsters take hits, they become slightly more visible, and are completely visible in death. Drones sometimes guide you and sometimes attack you.

The Encounter Chamber

In a large and silent hall missiles drift from across the space. You are faced with three rooms. The room in the centre is the Time Chamber and flanked by storage rooms. Each of the storage rooms has eight chests full of weapons and cure potions. Is someone trying to tell you something? Are things about to get hairy?



The Testing Chamber Of Nemesis

A room right behind you is full of goodies and has a couple of demons. No sweat. In front of you, are the First, Second and Final Testing Rooms of Nemesis. Each contains invisible monsters and clones of Nemesis. They get harder, as you'd expect. Green key in first, yellow in second.

In the final room is Nemesis. He is in his cloister off the top right hand corner. Don't worry, he'll find you. As before, use zappers and cure potions.

You know you've got the real Nemesis because he leaves a red key behind him. The Access Hall to the Final Exit is facing the Final Testing Room. Two demons are here and the Time Gate.

The Passage To The Surface

This leads to a passage and the Central Axis of Extreme Victory. To your left is the Treasure Chamber of the Valiant, crammed with chests of loot. Right off the axis is the Treasure Chamber of the Wise One (full of jewels) and the Keys to the Kingdom of the Pure.

On you go through the Final Passage where your message screen tells you that Nemesis is 'banished forever' – heard it all before.

Plus - FREE! MEGA DRIVE GAMES SYSTEM BUILT-IN

486 for £899 + VAT

INCLUDING VGA COLOUR MONITOR + HARD DRIVE

Amstrad® 'Mega Plus' 486SLC 33MHz PC

92MHz LANDMARK SPEEDCOM v2.00

LANDMARK v2.00 PERFORMANCE COMPARISON CHART

386SX 16MHz	386SX 20MHz	386SX 25MHz	386SX 33MHz	386DX 33MHz	386DX 40MHz	486SX 16MHz	486SX 20MHz	486SX 25MHz	486SLC 33MHz
20 MHz	25 MHz	31 MHz	47 MHz	51 MHz	66 MHz	54 MHz	67 MHz	84 MHz	92 MHz

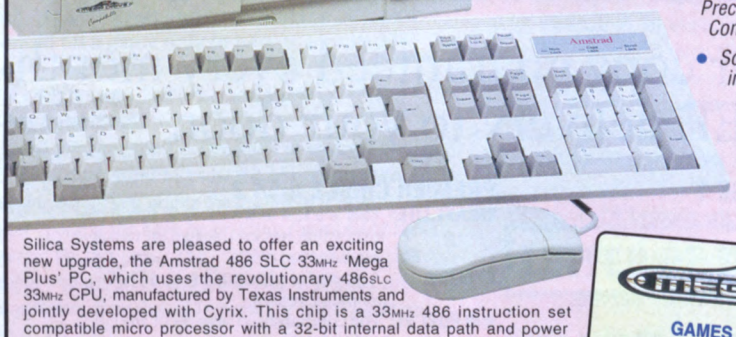


FREE! PC GAMES SOFTWARE
- Wing Commander Special Edition
- Life & Death II - The Brain
- Mavis Beacon Teaches Typing
- Hooray for Henrietta/Spells

- *Processor and clock speed: PC Mode: 33MHz 486SLC Mega Mode: 7.14MHz 68000*
- *40Mb or 100Mb IDE Hard Drive*
- *Core Test: Ultra Fast 1,119Kb/Sec Transfer Rate (40Mb)*
- *2Mb or 4Mb RAM (16Mb Maximum RAM)*
- *1K On Chip Cache*
- *3½"1.44Mb Floppy Disk Drive*
- *1 x 16-bit 'AT' Expansion Slot Available*
- *Maths Co-Processor Socket for 387SX/387SL/487SLC*
- *Western Digital 16-bit On-board S-VGA Chipset*
- *512K Video RAM (for 256 Colours)*
- *14" Dual Sync Colour Monitor with Built-in Stereo Speakers PC Mode: Horizontal Frequency 31.5KHz Graphics Resolution 640 x 480 - 256 Colours Ad-Lib Stereo Sound through the built-in Speakers Mega Mode: Horizontal Frequency 15.65KHz Graphics Resolution 320 x 224 - 512 Colour palette Arcade Quality Graphics with Stereo Sound*
- *Sound Capability - PC Mode: Full Ad-Lib Sound Mega Mode: Full Mega Drive Stereo Sound*
- *External Interfaces - Parallel Port, Twin RS232C Serial Ports, PS/2 Type Keyboard Socket, PS/2 Type Mouse Socket, VGA Monitor Port, VGA Monitor Power Socket, PC Analogue Joystick Port, Two Sega Compatible Games Pad Ports, Mega Drive Cartridge Slot, Mega CD Connector Port, Stereo Headphones Socket.*
- *Ergonomic 102-Key PS/2 Type Keyboard*
- *Dimensions - 325mm (w) x 78mm (h) x 292mm (d)*
- *Power - 65W (110-240V Auto-Sensing)*
- *Supplied Accessories - PS/2 Type PC Mouse, Precision Analogue PC Joystick, 1 x Sega Compatible Games Pad*
- *Software - Windows 3.1 & MS-DOS v5.0 (pre-installed) + Amstrad Desktop Graphical Interface + Interactive Tutor, Mindscape PC Games Pack: Wing Commander "Special Edition", Life & Death II "The Brain", Mavis Beacon Teaches Typing, Hooray For Henrietta and Henrietta's Book Of Spells*
- *12 Months On-Site Warranty*

INCLUDES 12 MONTHS ON-SITE WARRANTY with NCR

FREE! WINDOWS 3.1 Pre Installed



Silica Systems are pleased to offer an exciting new upgrade, the Amstrad 486 SLC 33MHz 'Mega Plus' PC, which uses the revolutionary 486SLC 33MHz CPU, manufactured by Texas Instruments and jointly developed with Cyrix. This chip is a 33MHz 486 instruction set compatible micro processor with a 32-bit internal data path and power management features. It achieves a new level of processing performance by utilising a single cycle pipelined execution unit, a hardware multiplier, optimised five stage internal pipeline and a tightly coupled 1K internal cache. The hardware multiplier enables integer multiplication up to 8 times faster than the shift - add multiply function used in other 486 CPUs.

Power meter aggregate MIPS performance increases by up to 2 times using the hardware multiplier, which also provides an overall performance of 92MHz using Landmark's latest version Speedcom 2.00 performance benchmark. This is almost 3 times as fast as a 386SX - 25 CPU (see Landmark Speed Chart above). Beware of competitors quoting the older version Landmark 1.14 which often gives misleading benchmarks.

Sega Mega Drive is a Registered Trademark of Sega Enterprises Ltd. The MegaPC is manufactured and sold by Amstrad under licence from Sega Enterprises Ltd.

INCLUDES:

VGA COLOUR MONITOR
14" DUAL SYNC WITH BUILT-IN STEREO SPEAKERS

40Mb 24ms or 100Mb 16ms HARD DRIVE

2Mb or 4Mb RAM
EXPANDABLE TO 16Mb Max.

3½" FLOPPY DRIVE

512K VIDEO RAM
640 x 480 256 COLOURS

AD-Lib™ SOUND CARD
COMPATIBLE

PS/2 TYPE MOUSE

PC JOYSTICK
PRECISION ANALOGUE WITH PC GAMES PORT

***FREE* SOFTWARE:**
WINDOWS 3.1 & MS-DOS 5.0
AMSTRAD DESKTOP
MINDSCAPE GAMES PACK:
- Wing Commander "Special Edition"
- Life and Death II "The Brain"
- Mavis Beacon Teaches Typing
- Hooray For Henrietta and Henrietta's Book Of Spells

12 MONTHS WARRANTY ON-SITE WITH NCR

SEGA MEGA DRIVE COMPATIBLE

GAMES SYSTEM BUILT-IN
- ACCEPTS ALL SEGA MEGA DRIVE SOFTWARE
- FULLY COMPATIBLE SEGA MEGA DRIVE CARTRIDGE SLOT
- EASY ACCESS VIA CUSTOM DESIGNED SLIDING FRONT PANEL
- INCLUDES 1 CONTROL PAD 2 PORTS AVAILABLE
- SUPERB ARCADE GRAPHICS AND FULL STEREO SOUND + STEREO HEADPHONE SOCKET
- SEGA MEGA CD COMPATIBLE



2Mb RAM 40Mb HARD DRIVE
£899
+VAT = £1056.33 Order Ref: AMP 1033

4Mb RAM 100Mb HARD DRIVE
£999
+VAT = £1173.83 Order Ref: AMP 1134

FREE OVERNIGHT COURIER DELIVERY IN THE UK MAINLAND

230293-OPI/5

SILICA SYSTEMS OFFER YOU

- ***FREE OVERNIGHT DELIVERY:*** On all hardware orders shipped in the UK mainland.
- ***TECHNICAL SUPPORT HELPLINE:*** Team of technical experts at your service.
- ***PRICE MATCH:*** We normally match competitors on a "Same product - Same price" basis.
- ***ESTABLISHED 14 YEARS:*** Proven track record in professional computer sales.
- ***£12 MILLION TURNOVER (with 60 staff):*** Solid, reliable and profitable.
- ***BUSINESS + EDUCATION + GOVERNMENT:*** Volume discounts available **081-308 0888.**
- ***SHOWROOMS:*** Demonstration and training facilities at our London & Sidcup branches.
- ***THE FULL STOCK RANGE:*** All of your requirements from one supplier.
- ***FREE CATALOGUES:*** Will be mailed to you with offers + software and peripheral details.
- ***PAYMENT:*** Major credit cards, cash, cheque or monthly terms (APR 29.8% - written quotes on request).

Before you decide when to buy your new computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals and software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for almost 14 years and, with our unrivalled experience and expertise, we can now claim to meet our customers' requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Systems Service".

MAIL ORDER HOTLINE 081-309 1111

SILICA SYSTEMS

MAIL ORDER:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	**Tel: 081-309 1111**	
Order Lines Open: Mon-Sat 9.00am-6.00pm	No Late Night Opening	Fax No: 081-308 0608	
LONDON SHOP:	52 Tottenham Court Road, London, W1P 0BA	**Tel: 071-580 4000**	
Opening Hours: Mon-Sat 9.30am-6.00pm	No Late Night Opening	Fax No: 071-323 4737	
LONDON SHOP:	Selfridges (Basement Arena), Oxford Street, London, W1A 1AB	**Tel: 071-629 1234**	
Opening Hours: Mon-Fri 9.30am-7.00pm (Sat close 6.30pm)	Late Night: Thursday - 8pm	Extension: 3914	
SIDCUP SHOP:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	**Tel: 081-302 8811**	
Opening Hours: Mon-Sat 9.00am-5.30pm	Late Night: Friday - 7pm	Fax No: 081-309 0017	
ESSEX SHOP:	Keddies (2nd Floor), High Street, Southend-on-Sea, Essex, SS1 1LA	**Tel: 0702 468039**	
Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm)	No Late Night Opening	Fax No: 0702 462363	

To: Silica Systems, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND INFORMATION ON THE AMSTRAD MEGA PC

Mr/Mrs/Ms: Initials: Surname: Date:

Company Name (if applicable):

Address:

..... Postcode:

Tel (Home): Tel (Work):

Which computer(s), if any, do you own? PCZON-0593-103.

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

COMPUTER BUYER CAN BE YOURS FOR ONLY £1.33 PER MONTH. THAT'S A SAVING OF OVER 30% OFF NEWSSTAND PRICES!



PLUS THE VERY LATEST COMPUTER BUYER PREMIER DISKS



- PLUS your copy guaranteed every month.
- PLUS FREE delivery to your door.

PREMIER CHOICE DISK 1

MCURSOR:	Lets you alter the standard Windows cursor.
WSCAN:	Enables you to run McAfee from Windows.
MCAFEE:	The world's best known anti virus utilities.
DR WATSON:	An essential debugging tool.
FOLDER 34:	Allows you to use folders within Program Manager Groups.
PKWARE:	The essential archiver/unarchiver. Can also handle damaged zip files.

PREMIER CHOICE DISK 2

GALAXY LITE:	This is a fast and extremely functional editor that has established an enviable reputation.
EZ MENU:	A powerful yet simple to use DOS menuing system.
WIN POST 31:	The computerised version of the yellow sticky notes.
INI EDIT:	A utility that simplifies the maintenance of Windows INI files.

COMPUTER BUYER HOTLINE

Tired of filling in forms? Call our **HOTLINE on 071 580 8908** and let us handle everything for you!

Computer Buyer Priority Subscription Application

1. **Yes, I would like to enrol as a subscriber to Computer Buyer**
 - ☐ Please start my subscription from the next available issue.
 - ☐ Please send me my free disks
2. **Please tick which type of subscription you require**

 One year (12 issues)

 ☐ UK £15.99 ☐ Europe £29.00 ☐ World £40.00

 Two years (24 issues)

 ☐ UK £31.00 ☐ Europe £56.00 ☐ World £78.00
3. **Payment method**
 - ☐ I enclose a cheque/postal order for £ _____ made payable to:

 Dennis Publishing Ltd (Buyer)
 - ☐ Please charge my ☐ Visa ☐ Mastercard

Card number | | | | | | | | | | | | | | | | |

Expry date _____

Signature _____ Date _____

4. Mr/Ms Surname _____ Initials _____

Company name _____

Job title _____

Company/home address _____

_____ Postcode _____

Daytime telephone number _____

☐ Please tick here if you do not wish to receive details of further special offers or new products.

SDPZ305A

WORD processor

SEND YOUR POST TO: WORDPROCESSOR, *PC ZONE*, 19 BOLSOVER ST. LONDON W1P 7HJ



Why waste time carving your name in stone or constructing huge statues in your honour when you could immortalise yourself by having a letter printed in these pages. Here you can sound off about everything under the sun (or beyond it, why limit yourself?) and perhaps win some software into the bargain.

Solution Abuse

WELL ALL I CAN say is thank you very bloody much for printing those solutions in your first issue. Nothing like going out and spending the best part of fifty quid on a game only to have it completely wrecked by some smart arse who probably got loads of cheats from the programmers.

A. Biley, Cambridge.

I've heard this complaint before and I'm always baffled. If you don't want to know the answer don't read the solution. Would you blame the author of a Who Dunnit for spoiling the book by printing the name of the murderer on the last page? The solutions are intended to help people who are stuck and frustrated in a game and want to progress, they should improve the game for them not ruin it. **Ed.**

Characteristically Corporate

I NOTICED IN your feature on *Litil Divil* (during which you conspicuously failed to explain why Little Devil is spelt Litil Divil) that you had a go at the obsession companies have with creating their own Sonic or Mario. It's getting a bit stupid isn't it? At the moment you can't move for 'endearing' creatures, all a bit street, all 'with their own character' and all rather crap. What a waste of effort – who cares if the hero taps its foot when you don't touch the keyboard. Let's just concentrate on the game guys. Obviously I don't include Mavis Beacon in this – she's a Goddess whose very name I am unfit to mention.

Mr Spriggs, Blackpool, Lancashire.

You know the saying, if an idea works flog it. Obviously I don't include Mavis Beacon in this... **Ed.**

Lemmings To You 2 Mate

HOW CAN YOU possibly have not given the excellent *Lemmings 2* over 90%. I know you'll claim it was a sequel rather than a completely new idea and your score explanation claims that Zone Classics only go to 'Original' ideas but that didn't stop *Ultima Underworld 2* virtually going off the score board. The reviewer obviously liked the *Lemmings* game, he even went so far as to say that it was better than the original which scored 90+ in every magazine I read and would presumably have done the same in *PC Zone* if it had been around then. Or would you have had to be different with that too? You might at least try to be consistent in your scoring.

Steve Fallon, Batley, W. Yorks.

By being consistent do you mean that our scores should all be decided by a committee? Reviews and scores are bound to be subjective. One of the reasons we give each game so much coverage is so that readers will be able to see what the game is like as well as what the reviewer thinks of it. That way you can make your own mind up. **Ed.**

Spend Spend Spend

CALL ME AN out of touch old fool if you like *(Okay you're an out of touch old fool. Ed)* but I don't think PC games are particularly overpriced. There you are, I said it. Now I'd be the first to admit that £40 is quite a lot of money. *(Quite? Ed)* but look at it this way. The development time that goes into a game can be similar to, or even greater than that which goes into a film and with the same lack of guaranteed return. How much does it cost to go and see a film? Let's say about £5 for about 2 hours entertainment (About £2.50 an hour). The average game would take up about 30 hours playing time and would cost say about £40, which works out at £1.33 an hour. What a bargain.

If you're not convinced by that argument what about the price of videos? And at least no one is expected to pay over £100 for a beat 'em-up like certain sad console owners I know.

G. Turner, Peterborough, Cambs.

In relation to console games PC games are not expensive, though the £100+ price for Streetfighter 2, (which I assume is the game you're referring to) was exceptional and for imports not the official release. The danger is, of course, that Software companies will think that if the console market can support such high prices then the supposedly older and more affluent PC market can go even higher. **Ed.**

LETTER OF THE MONTH

Each month we'll be sending a rather smart piece of software to the author of the *Letter Of The Month.* Sad really that we have to bribe you to write in but there you go.

Scotzone

Look I don't want to give the impression that I'm one of these paranoid people who sees conspiracies wherever they go. I'm not (No matter what other people say). However when reading through your first issue I couldn't help but notice how many Mcs you had working for you. Two MacDonalds, a McCandless and a McCarthy. "Probably just a coincidence" I thought. Then I noticed the name of your Deputy Editor. Laurence Scotford. Is this some form of Celtic conspiracy? I think we should be told.

J. Docherty, Brentford, London.

It's all a lie do you hear? Okay so we are planning to publish issue three in Gaelic but that is a complete coincidence. **Ed.**

Perfectly Paranoid

LAST MONTH you ran a letter from someone who wanted to know the identity of the people who develop and distribute viruses. The writer assumed that their motives were entirely evil. He didn't seem to consider the possibility that viruses might be being developed by the people who develop the virus killers – to make them appear like saviours and to make sure there's enough work available for them. I think Keynes proposed similar ideas in the 1930s, though he was thinking more of holes in the ground than *Cascade* and *Jerusalem*. Not so much evil as sound economics.

Lindsay Smith, Kettering, Northamptonshire.

I thought evil and sound economics were the same thing. As for your nice idea, I suppose you also think that doctors release infections into the community just to keep themselves busy. Oh and John Lennon was shot by the CIA too. **Ed.**

Platforms To The People

I GET REALLY pissed off when people slag off Blackburn Rovers just because they're now successful, as if there's something great about supporting a side that always loses. *(Er... are you sure you've got the right magazine? Ed.)* Similarly all those people who whinge about platform or arcade games appearing on the PC are pathetic snobs. *(Now that's what I call a weak link. Do you fancy a job? Ed)* What are they worried about? That people might start thinking they've bought a games machine? That they'll be laughed at? We need more variety on the PC not less.

Malcolm Webster, Blackburn, Lancashire.

Yes, but I'm still not entirely sure what this has got to do with Blackburn Rovers. **Ed.**

Mavis v Mario

AFTER READING your shock revelation concerning Mavis Beacon I decided not to buy her typing program but instead to buy *Mario Teaches Typing*. Now someone's told me Mario doesn't exist either! What am I to do?

T. Finney, Greenwich, London.

I have several suggestions but unfortunately two of them are illegal and one of them is somewhat biologically ambitious. **Ed.**

SUBSCRIPTIONS

Subscribe Now And Get A Free Electronic Arts Game!

Subscribe to *PC Zone* for only £39.99 and choose one of these stunning games from Electronic Arts (worth up to £34.99) completely FREE











Risky Woods

WORTH £29.99 • Not so much risky as downright deadly. Full blooded platform action for the seriously tough.

Indiannapolis 500

WORTH £29.99 • Thrilling racing action that will keep you on the edge of your seat as you do battle with high speed opponents then watch the action in glorious replay after glorious replay.

Powermonger

WORTH £34.99 • From the makers of *Populous* comes a superb game of world conquest, combining elements of strategy and action with some outstanding graphics. And sheep.

Ramparts

WORTH £29.99 • Frantic medieval action as you attempt to demolish your neighbour's castles before he does the same to yours. Excellent conversion of the massively addictive arcade game.

Chuck Yeager's Air Combat

WORTH £34.99 • One of the best flight sims around with scenarios in WW2, Korea and Vietnam plus an excellent "create your own mission" option where your imagination can run wild.

All Gain No Pain

Subscribe to *PC Zone* and you'll receive all these benefits:

- You receive an Electronic Arts game of your choice completely FREE!
- You receive 12 issues of Britain's only PC games magazine aimed specifically at PC games players.
- You'll save £s in comparison with news stand prices.
- *PC Zone* will be delivered straight to your door, saving you time and trouble.
- Your copy is guaranteed every month!

PC ZONE

SUBSCRIPTION ORDER FORM

YES! I'd like to take advantage of this tremendous subscription offer. Please send me the game I have ticked below:

☐ Risky Woods ☐ Indiannapolis 500 ☐ Powermonger ☐ Ramparts ☐ Chuck Yeager's Air Combat

And I'll be happy to pay:

☐ UK £39.99 ☐ Europe £49.99 ☐ Overseas £59.99

☐ I enclose a cheque/postal order made payable to Dennis Publishing Ltd (*PC Zone*) for £.....

OR: ☐ Please charge my Visa/Amex/Mastercard:

Credit card number: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Expiry date: Signature: Date:

FIRST NAME **SURNAME**

ADDRESS

.....

POSTCODE **TEL:**

CODE: SD PZ 30 5B

SEND THIS FORM (OR A COPY) WITH PAYMENT TO: *PC ZONE* SUBSCRIPTIONS DEPARTMENT, FREEPOST WD7, BRISTOL BS3 3BR (There's no need for a stamp.)

OR: PHONE OUR 24 HOUR HOTLINE ON 071 580 8908

OVERSEAS READERS: PLEASE SEND YOUR SUBSCRIPTION CARD TO: *PC Zone* SUBSCRIPTION DEPARTMENT, CHARNWOOD HOUSE, MARSH ROAD, BRISTOL BS3 2NA

- Please note your free gift will be sent separately from your subscription. Please allow up to 28 days for delivery.

FAST Mail Order or Visit



Empire Deluxe

Strategic Plus Software

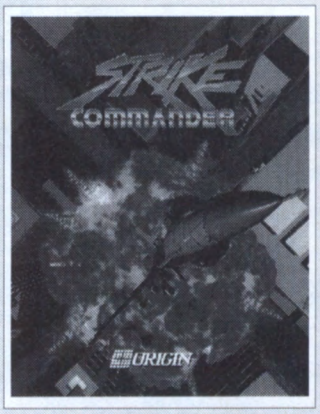
FAST & FRIENDLY MAIL ORDER

081 977 8088

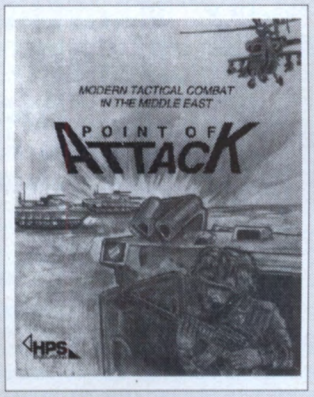
S P S

VISIT OUR SHOP AT:
28 D&E The Courtyard
High Street, Hampton Hill
Middlesex. TW12 1PD
Fax: 081 977 4822

Overseas Enquiries Welcome
All Major Credit Cards Accepted



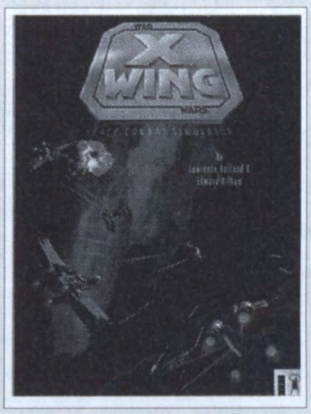
Strike Commander



Point of Attack

THE VERY LATEST

Empire Deluxe	*£call*
Market Garden (V for Victory)	*£call*
Tornado	*£call*
Xenobots (Ultra Bots)	*£call*
X-Wing	*£call*
Strike Commander + Speach	*£call*
Serpent Isle	*£call*
Terminator 2029	*£call*
Ultima Underworld II	*£call*
Wayne Gretzky III	*£call*
Point of Attack	*£call*
Magic Candle III	*£call*



X - WING



CH VIRTUAL PILOT
Superbly engineered this Yoke has trim on both axis, throttle control and 2 fire buttons.
£ 89.99 inc VAT

We specialise in

Flight Simulations
- Strategy -
Sports Simulations
Role Playing
- Wargames -
Adventures

LATEST U.S.A. RELEASES

IN THE PIPELINE

Space Hulk	£call
Syndicate	£call
Spaceward Ho	£call
Aces over Europe	£call
Eye of the Beholder III	£call
Buzz Aldrin's Race into Space	£call
Man of War	£call
Great Naval add ons	£call
7th Guest (2CD)	£call
Legacy	£call
Harpoon Designer Series II	£call
Tony La Russa Baseball II	£call
Red Sky at Morning	£call
Jutland CD Rom	£call
Michael Jorden Basket ball	£call

PLUS MANY MORE !!!

IN THE PIPELINE Receive a further 10% discount on ALL advanced orders. PLUS priority despatch SEE CATALOGUE FOR FURTHER DETAILS

NEW Rudder Pedals NOW IN STOCK



Ideal for
FALCON III
GUNSHIP 2000
ACES
and many more



The Best Combat Flight Controls Around!!!
New Heavy Duty Construction
Experience Total Control with THRUSTMASTER PRO AND THE WEAPONS CONTROL SYSTEM
£CALL



Sound Blaster Pro Standard £call!!
Sound Blaster II £call!!
CD Titles Now In Stock call!!
***BOOKS** All major clue and strategy books stocked call!!*

New *9th* Edition Catalogue
Send £1.50 for our new 50+ page catalogue

Name _____

Address _____

Country _____ Postcode _____

Send to: Strategic Plus Software - 28D The Courtyard, High St, Hampton Hill. Middlesex. TW12 1PD

PC.21

ONLY THE BEST
COMPUTER SOFTWARE

CALL FOR 35% OFF OTHER TITLES

7 CLEEVE WOOD ROAD, DOWNEND, BRISTOL, BS16 2SF.

TEL: 0272 401315/401316

MON-FRI 9.30am-7.00pm SAT 10am-1pm SUN TIMES VARY. ANSWERPHONE AT ALL OTHER TIMES.
All prices include VAT. U.K. postage add £1.00. Prices subject to change. Access and Visa accepted. Allow 7 days for cheques.

HIGHLY RECOMMENDED

A. TRAIN £26.49
ACES OF THE PACIFIC £25.99
AIR BUCKS £19.99
ANOTHER WORLD £20.99
BATTLE ISLE £22.49
BREACH 2 £17.49
CASTLES £22.99
CHESS MASTER 3000 £23.99
CIVILIZATION £25.99
D/GENERATION £13.99
DARK SEED £25.99
DUNE £26.49
EYE OF THE BEHOLDER II £23.49
FALCON 3.0 £29.99
FALCON MISSION DISK £16.99
GLOBAL CONQUEST £29.99
GUNSHIP 2000 £25.99
HARPOON £26.99
HEROES OF THE 357 £22.99
HYPERSPEED £29.99
LEGEND £20.99
LINKS 386 PRO £29.99
LURE OF THE TEMPTRESS £23.99
MIDWINTER II £29.99
MONKEY ISLAND 2 £23.99
PACIFIC ISLANDS £22.99
PERFECT GENERAL £26.99
POWERMONGER £22.99
RAILROAD TYCOON £23.99
REALMS £23.99
SECRET WEAPONS OF THE LUFTWAFFE £26.99
SHADOWLANDS £19.99
TEE MANAGER £20.99
TITUS THE FOX £17.99
ULTIMA UNDERWORLD £26.99
ULTIMA VII £26.99
WING COMMANDER II £26.99

NEW TITLES

ALCATRAZ £19.99
ALONE IN THE DARK £26.99
ARCHER MACLEAN POOL CALL
ARMOUR GEDDON £25.99
ASHES OF EMPIRE £29.49
ATAC £28.49
ATRAIN CONSTRUCTION KIT £22.99
AV&B HARRIER ASSAULT £25.99
B 17 FLYING FORTRESS £28.99
BAT 2 £25.99
BATTLE CHESS 4000 £22.99
BUZZ ALDRIN £25.99
CAR & DRIVER £25.99
CAESAR £24.99
CAESAR'S PALACE £22.49
CAMPAIGN £26.99
CAPTIVE (MINDSCAPE) £25.99
CARRIERS AT WAR £22.99
CASTLES 2 £22.99
COMANCHE: MAXIMUM OVERKILL £29.99
COMBAT CLASSICS £22.49
COMPLETE CHESS SYSTEM £22.99
CONTRAPTIONS £13.99
COOL WORLD £19.99
CREEPERS £25.99
CRUSADE OF THE DARK SAVANT £29.99
CURSE OF ENCHANTIA £22.49
DALEK ATTACK (DR WHO) £11.99
DAVID LEADBETTER'S GOLF £29.49
DAUGHTER OF THE SERPENT £22.99
DOG FIGHT £28.99
DUNE 2 £23.49
ELITE 2 £24.99
ETERNAM (NEW) £22.99
F-15 STRIKE EAGLE II £29.49
FIRST SAMURAI £20.99
FORMULA I GRAND PRIX £28.99
FRONT PAGE FOOTBALL £25.99
GREAT NAVAL BATTLES £25.99
G. N. BATLES MISS DISK £11.99
HARE RAISING HAVOC £19.99
HARRIER JUMP JET £28.99
HISTORY LINE £24.99
HUMANS £19.99
HUMANS JURASSIC LEVELS £19.99
INCREDIBLE MACHINE £25.99
INDY J., FATE ATLANTIS £24.99
INCA £28.99
JORDAN IN FLIGHT £25.99
IK.G.B. £23.99
KINGS QUEST VI £28.99
LASER SQUAD £23.49
LEGACY £28.99
LEGENDS OF VALOUR £25.99
LEMMINGS OF VALOUR £25.99
LEMMINGS DOUBLE PACK £22.99
LEMMINGS 2 THE TRIBES £25.99
LETHAL WEAPON £19.49
MERCENARIES £25.99
M+MAGIC IV CLOUDS XEEN £32.49
MOONSTONE £19.99
OMAR SHARIFS BRIDGE £25.99
NIGEL MANSELL £21.99
PACIFIC WAR £25.99
PLADIN II £21.49
OPATRIOT £29.99
PINBALL DREAMS CALL
POPULOUS 2 £22.99
PREMIER MANAGER £21.99
QUEST FOR GLORY III £25.99
REACH FOR THE SKYS £22.99
RED BARON MIS. BUILDER £16.99
RINGWORLD £25.99
ROBOCOP III £19.99
ROBOSPORT £19.49
ROME AD92 £22.99
SCRABBLE £20.49
SHADOW PRESIDENT £28.99\
SHADOW OF THE COMET £21.99
SHERLOCK HOLMES THE LOST FILES £26.99
SHADOWORLDS £22.99
SIEGE £18.99
SIEGE MISS DISK £12.99
SIM CITY DE LUXE £22.99
SIMIJEE £26.99
SPACE CRUSADE £19.99
SPACE QUEST 5 £28.99
SPEAR OF DESTINY £25.99
SPECIAL FORCES £19.99
SPELLCASTING 301 £23.49
SPELLJAMMER £23.99
STAR CONTROL 2 £25.99
STAR LEGIONS £17.99
STRIKE COMMANDER £31.99
STRIKE COMMANDER SAP £12.99
STUNT ISLAND £29.99
THE SUMMONING £23.49
TASK FORCE 1942 £29.49
THEATRE OF WOR £23.49
TRISTAN PINBALL £22.99
TV SPORTS BASEBALL £12.99
ULTIMA VII SERPENTS ISLE PART 2 £28.99
UNDERWORLD 2 £25.99
V FOR VICTORY 1 OR 2 £23.49
V FOR VICTORY 3 £29.99
VALE OF DARKNESS CALL
VALHALLA £22.99
WACKY FUNCSTERS £12.99
WAXWORKS £22.49
WEEN £22.49
WIZ KID £19.49
WWF-EUROPEAN RAMPAGE £19.99
XENOBOTS £25.99
X-WING £29.99
ZOOL £21.99

EDUCATIONAL SOFTWARE

KIDS ACADEMY
ALVINS PUZZLES (6-8YRS) £14.99
PAINT POT 2 (4-10YRS) £14.99
SHOPPING BASKET (6-8YRS) £14.99
WHICH? WHAT? WHERE? £14.99

FUN SCHOOL
ALL TITLES AVAILABLE
CALL FOR PRICE

DISNEY SOFTWARE - EDUCATIONAL
MICKEY'S MEMORY GHALLENGE (5+) £16.99
MICKEY'S JIGSAW PUZZLES (5-8) £16.99
MICKEY'S COLOURS AND SHPAES (2-5) £16.99
MICKEY'S 123 (2-5) £16.99
MICKEY'S ABC'S (2-5) £16.99

CD ROM

BEAUTY + BEAST £37.99
CASE OF THE CAUTIOUS CONDOR £37.99
GUINESS BOOK RECORDS £45.99
INCA £39.99
LOOM £32.99
PACIFIC ISLANDS £24.99
RAILROAD TYCOON £27.99
SHOLMES CONSULTING DICK £44.99
MONKEY ISLAND £35.99
WING COM+SEC MISS 1+2 £35.99
WING COM DELUXE+SPEECH £39.99
WING COM 2/UNDERWORLD £39.99

NEW! Shareware From 10p

We are proud to anounce the release of our ***BRAND NEW*** disk catalogue, using ***Visual Basic for DOS*** we have produced the BEST catalogue available in the U.K. Unlike the other shareware vendors we allow you to place as many compressed programs onto the supplied disks as will fit. This can take program prices down to as little as ***10p !!*** Our catalogue has a Windows type interface and full context sensitive help with a choice of 14,000 dos & Windows v3.x programs, the program works out how many disks are needed from your selection and produces an order for you. Our existing customers say we have an ***"..Excellent Service"***, with, ***"..Superb value.."***, including a ***"..Vast range.."*** of shareware, in all ***"You are the BEST.."***. To find out why we ***"..are the BEST.."*** send two first class stamps ***NOW*** & we'll send you the **BEST disk catalogue in the U.K.** ***(Only available on 3.5" disks, Hard disk needed!)***

Deluxe Games II

"..Simply put this is the best compilation of PC games available - commercial or otherwise..". 92% Rating PC FORMAT

"..Good Value!..the balance is towards QUALITY..especialy if you want games to suit a variety of skills and ages" PC review

This compilation is aimed at ***QUALITY*** not quanity, the 70 *(DOS based)* games that make up this compilation include ***Wolfenstein 3-D***, ***Cosmo's Cosmic Adventure*** & ***Jill of the Jungle***, these are some of the *best* games available today. Our menu driven installation program installs ***over 22mb*** of games from the supplied 14 x 3.5" disks, and there is also a menu system already setup to run them all. For a **Special Offer** we are offering this at ***ONLY £15.95*** *+1.25 p&p (£17.20)*. Min. Vga Screen; 640k & Hard Disk.

Benetech Systems
Dept PCR-4 17-21 Loughborough Road, Leicester. LE4 5LJ. Tel 0533 611231

"Shareware may require a seperate payment to the author if found useful"

MULTI-MEDIA

PRICES INCLUDE VAT & UK DELIVERY

SOUNDBLASTER V.2

Stereo Amplifier; 100% software compatible; MIDI & Joystick Interface; Windows 3.1 drivers, etc.

FREE **LEMMINGS & INDY 500 & SET OF SPEAKERS**

ONLY £89 INCLUSIVE !

SOUNDBLASTER PRO

Stereo Amplifier, 100% software compatible; MIDI, Joystick and CD-ROM Interface; Win 3.1 drivers, etc

FREE **LEMMINGS & INDY 500, CD ENCYCLOPAEDIA & SET OF SPEAKERS**

ONLY £135 INCLUSIVE !

SIMMS MEMORY

Highest quality God-plated 1 megabyte 70ns x9 suits most computers

ONLY £28 INCLUSIVE !

SOUNDCARDS ARE GENUINE UK REGISTERED VERSIONS - NOT GREY IMPORTS
PRICES INCLUDE VAT & DEL. - NO HIDDEN EXTRAS
COMPARE OUR PRICES

MULTI-MEDIA,

24 MAIN ST, COLINSBURGH, FIFE. KY9 4LT
ACCESS TEL. 0333 421243 VISA

The Grand Old Duke of York
He had ten thousand men
He marched them up to the top of the hill
And he marched them down again...

DON'T WASTE YOUR TIME.
TURN TO **PAGE 65** AND GET
THE PC GAMES YOU WANT.
...ON TIME!

Custom Printed Merchandise from your Computer Graphics files



Looking for that exclusive gift? Want to wear something that no one else can buy? Well, look no further. Now you can design your own range of merchandise using your PC. Using the latest in Colour Printing Technology, Mediatec can print your PC Graphics file in FULL COLOUR on to a 100% Cotton Heavyweight "Hanes" T-Shirt, Sweatshirt, Baseball Cap, Coffee Mug, Tea Towel, Sun Hat, Tote Bag, Apron, Fridge Magnet, Button Badge, Pocket Mirror, Bush Hat, Roll-Up Hat, Cricket Hat or Keyring.

T-Shirts cost only £12.95 (plus p+p).
Sweatshirts from only £19.95 (plus p+p).

File Formats Supported include Corel CDR (Inc. V3), TIF, GIF, PCX, EPS, CGM, BMP and DRW.

They make a unique gift, and are ideal for companies & clubs with logos. No minimum garment quantity required. Orders over £50 (exc. p+p) are entitled to 10% discount.
We also reproduce pictures, photos drawings, etc on to all our products, and offer a low cost scanning service for Windows users.
for a price list, order form and more details of our products please send SAE to:
Dept. ZONE 2, Mediatec Ltd, P.O. Box 738, London, SW19 1TY
or call our 24 hour information line on 0272 409 134.

mediatec
we sell prices not canvass!

Testware (ESCOM)

Dept PCZ, Testware (UK) Ltd.
46 The Avenue, Harrogate
N Yorks, HG1 4QD
Tel: 0423 886415 Fax: 0423 889728

See our full page advert on page 91

Shareware from the people you can trust.

As well as a complete library of Shareware discs, we also act as UK agents for many authors around the world. Here is a selection of some of the registered titles we carry in stock.

BROTHERS KEEPER £52.88	JILL OF THE JUNGLE £28.20
ENVISION PUBLISHER £57.58	ROBOMAZE II £25
GEOCLOCK £35	ROBOMAZE III £39
PCX SUPERSHOW £68.50	SANDSTORM £17
PRINTPARTNER £25	STAR FIRE I&II £23.50
WAMPUM £81	ANIMATED GAMES I £24.99
ZEPHYR £74.50	ANIMATED GAMES II £24.99
ORGANIZE! £68.50	MARMALADE MOUSE £19.99
CORNCOB 3D £23.50	TERRIBLE TWINS £19.99
HOOSIER CITY £25	HOORAY FOR HEN. £29.99
HEN. BOOK OF SPELLS £29.99	SPELLBOUND £29.99

PC SOUND & MUSIC

ORCHID

SOUND PRODUCER £65
PRODUCER PRO £140
Includes 4 year warranty plus free shareware pack
MIDI cable for above £13 (fits most sound boards)

-- ON SITE PC --
UPGRADES & REPAIRS
in the Manchester area
Call out : upgrades £15, repairs £25
Prices exclude parts
1MB SIMMS: £27 105MB HD: £190
Phone now for details & other prices

Gravis Ultrasound	£call
Roland SCC1	£259
Cubase for Win.	£254
Cadenza for Win.	£210
SeqWin	£84
Encore/Music Time	£319/£166
PC200 MkII MIDI keyboard	£169
Studio 49 MIDI keyboard	£95

Prices exclude VAT & are subject to change. Delivery £3 per order

PCMS **Tel: 061-905 1045**
1 Maizefield, Sale Moor, Cheshire, M33 2LL. Mail order only.

MICROLAND BULLETIN BOARD SYSTEM

0891 990 505 To Download
0483 725 905 To View

All the Shareware Magazines' Hot 100 plus lots more to download at V32bis, V32, V22bis, V22, V23, & HST 8 data bits, no parity.

Why wait for your software when you can download now direct to your computer. Microland offers high speed connections and most files are compressed to minimise the cost. Check it out on 0483 725 905 at normal call charges. So much shareware you are spoilt for choice.

Over 80 file areas including Desktop Publishing, GIF Files, Microsoft Windows, Games, Database Systems, Clip Art, Unix, Virus Detectors, Laser Fonts, Word Processors, Dbase Apps & Utils, Music Sound Tunes, Spreadsheets, Account & Finance Packages, Mean 18 Golf Courses, and Communications. Area 1 contains file lists for all areas to help you find what you are looking for. Protocols xmodem, ymodem, zmodem, kermit, sealink, and uucp.

Calls to 0891 990 505 charged at 36p per minute cheap rate, 48p per minute all other times.
Trevan Designs Ltd. PO Box 13. Aldershot, Hants. GU12 6YX.

THE PINPOINT BBS

THE UK's FIRST PAY SYSTEM

With over 3 gigabytes of shareware and public domain software on-line for you to recieve. Games, Educational and help for setting up PC's etc. Just call our Data Number or our helpline on 071-410 7177
NO REGISTRATION FEES NO SUBSCRIPTIONS

DATA CALL **0839 36 36 07** V22/V23/V23bis

CALLS CHARGED AT 36p A MIN CHEAP, 48p ALL OTHER TIMES.
CBS 131 NW6 6RG

The Soft Exchange

Paying too much for software ?
Would you buy secondhand ?
Do you have software for sale ?

Any software for any machine.
Amiga/Atari/Nintendo/PC/BBC/ZX/Sega.

If you have answered yes to any one of these questions then you should be a member of the Soft Exchange. For an annual fee you will receive regular details of secondhand software available to buy and have an opportunity of selling your unwanted software and much more. So do not delay, post off today, or call for an application form.

Please print in block capitals
Name.....
Address.....
.....
..... Post Code.....
Tel:(inc. std.).....

Send to: Soft Exchange, 24 Theodore Close, Tunbridge Wells,Kent. TN2 3HT
or call 0892 522673/0732 358725

NORTH
PC ACTION NORTH
PO BOX 39
LIVINGSTON
WEST LOTHIAN
EH54 9EZ
0506 461600

PC ACTION

SOUTH
PC ACTION SOUTH
60 CONSTANCE ROAD
WHITTON
TWICKENHAM
TW2 7JA
081 893 3630

SALES ACTION LINES

SOUTH : 081-893-3630 NORTH : 0506-461600

Access VISA

NEW !!! SOUND BLASTER

SOUNDBLASTER V2.0
DELUXE EDITON :-
LEMMINGS / INDY 500
£89.95

SOUNDBLASTER PRO
DELUXE EDITON :-
LEMMINGS / INDY 500
£139.95

SOUNDBLASTER PRO+
MIDISOFT REC. SESSION
MIDI 1/1 LEAD, MIC.
£179.95

SOUNDBLASTER 16 ASP
16 BIT, ADVANCED
SIGNAL PROCESSING
£259.95

SOUNDBLASTER PRO MCV
SOUNDBLASTER PRO
FOR MICRO CHANNEL PC'S
£189.95

MIDIBLASTER
MIDI ADD-ON BOX
FOR SOUNDBLASTER
£209.95

PORTBLASTER
SOUNDBLASTER FOR
LAPTOP / NOTEBOOKS
T.B.A.

WAVEBLASTER
MIDI DAUGHTERBOARD
FOR SOUNDBLASTER 16 ASP
£179.95

SOUND BLASTER PACKS

STARTER PACK
Soundblaster V2.0 Deluxe
Screenbeat Speakers
Joystick
£119.95

PRO STARTER PACK
Soundblaster Pro Deluxe
J307 Mains Speakers
Joystick
£179.95

FLIGHT PACK
Soundblaster V2.0 Deluxe
Screenbeat Speakers
CH Flightstick
F15 Strike Eagle III
£169.95

SPORTS PACK
Sounblaster V2.0 Deluxe
Screenbeat Speakers
Joystick
Microprose Grand Prix
Links 386 Pro
£179.95

ADVENTURE PACK
Soundblaster V2.0 Deluxe
Screenbeat Speakers
Joystick
Monkey Island 2
Indiana Jones & Atlantis
£169.95

UNDERWORLD PACK
Soundblaster V2.0 Deluxe
Screenbeat Speakers
Joystick
Ultima Underworld 1 & 2
£169.95

VIDEOBLASTER
M.MEDIA VIDEO
INTERFACE
£339.95

M.MEDIA UPGRADE KITS

DISCOVERY
SB PRO CARD
CD-ROM DRIVE
J307 SPEAKERS
MM MUSIC EXPLORER
SOFTWARE TOOLWORKS
MPC ENCYCLOPEDIA
JUST GRANDMA & ME
WHERE IN THE WORLD
IS CARMEN SANDIEGO
SHERLOCK HOLMES
CONSULTING DETECTIVE
MULTIMEDIA BATTLECHESS
THE ANIMALS
INT. £459.95
EXT. £549.95

SB PRO OWNERS KIT
CD-ROM DRIVE
MM MUSIC EXPLORER
BRING THE WORLD
TO YOUR SENSES
SHERLOCK HOLMES DETECTIVE
MICROSOFT BOOKSHELF
CREATIVE SOUNDS
INT. £369.95
EXT. £429.95

SB V2.0 OWNERS KIT
CD-ROM DRIVE
INTERFACE CARD
MM MUSIC EXPLORER
BRING THE WORLD
TO YOUR SENSES
SHERLOCK HOLMES DETECTIVE
MICROSOFT BOOKSHELF
INT. £369.95
EXT. £429.95

SPEAKERS
Altec Lansing
Multimedia ACS300
£299.95

J307 Mains Speakers
£39.95

Screenbeat Speakers
£24.95

LATEST SOFTWARE RELEASES

GAMES

Street Fighter 2	£24.95
F15 Strike Eagle III	£34.95
Harrier Jump Jet	£34.95
Ultima Underworld 2	£34.95
Microprose Grand Prix	£34.95
Links 386 Pro	£34.95
Legends Of Valour	£34.95
Alone In The Dark	£34.95
Maximum Overkill	£34.95
Flight Sim. 4	£39.95
FS4 Add Ons	£14-29
The Humans	£24.95

CD-ROM

Sherlock Holmes 2	£49.95
Kings Quest 5	£44.95
Loom	£39.95
Arthur's Teach Trbl.	£34.95
WC2 Deluxe Edition	£39.95
WC1 & Ultima 6	£19.95
Just Grandma & Me	£34.95
Putt-Putt	£34.95
S.W.O.T.L.	£39.95
Monkey Island 1	£39.95
Space Quest 4	£39.95
Ultima 1-6	£59.95
Microprose Coll.	£39.95

ACCESORIES

Professional Draw	£119.95
Screencraze 2	£19.95
Microphone	£9.95
Stereo Headphones	£14.95
Caddies	£7.95
Dos Develepors Kit	£59.95
VB Develepors Kit	£59.95
Midi 1/1	£24.95
Midi 1/1 + Sp Pro	£49.95
Midi 1/1 + Rec. Ses.	£69.95
Midi 1/5	£39.95
Midi 1/5 + Sp Pro	£69.95

CH JOYSTICKS

CH Mach 1	£17.95
CH Mach 1+	£22.95
CH Mach 2	£24.95
CH Mach 3	£29.95
CH Flightstick	£34.95
CH Flightstick Pro	T.B.A.
CH Virtual Pilot	£79.95
CH Virtual Pilot Pro	T.B.A.

ALL PRICES INCLUDE VAT, U.K. DELIVERY IS FREE !!!

ANY PRICES OR CONTENTS ARE SUBJECT TO CHANGE WITHOUT NOTICE

ACTION
ACTION/ ADVENTURE
ADVENTURE
BEAT 'EM-UP/ HACK 'EM-UP
BOARD, TABLE, CARD & CASINO
CHESS
COMPILATION/ DOUBLE PACK
DRIVING/ MOTOR RACING
FLIGHT, SUB & TANK SIMS
KIDS' STUFF
PLATFORM
PUZZLE
ROLE PLAYING GAMES
SERIOUS SOFTWARE
SHOOT 'EM-UP
SMUT!
SPACE COMBAT & STRATEGY
SPORT
STRATEGY
WARGAMES

PC ZONE

BUYER'S GUIDE

Welcome to the reference bit. It's not just your average computer games mag reference bit; this is the most up-to-date, the most relevant, and the most comprehensive reference bit ever seen in the world of PC games mags. If you want to know how many flight simulations published by MicroProse are still available, if you have a burning desire to play a particular graphic adventure, but can't remember the title, or if you just want to know what time the number 63 bus runs at, you'll find the answers here*. Below are your instructions for using the Buyer's Guide. We'll print them only once, so digest them carefully, and then tear out this entire page and eat it. (Or should that be the other way round?)

***Erm... unfortunately there was no room to include the bus timetable this month. Ah what the hell the bloody buses never stick to the sodding timetable anyway.**

1 Each month we will print a list of most* of the PC games and leisure products that are still available. You won't find us including those useless lists of 'Classic' games, that are old enough for your grandfather to remember and which you can't get hold of for love nor money.

2 The games are listed in several categories, so that you won't have to wade through seemingly endless Quest games from Sierra, just to find a flight sim from Dynamix.

3 One classic game from each category will be highlighted every month for your special attention. These games merit an individual mention because **(a)** they're bloody brill man, **(b)** the publisher slipped us a tenner in the post, or **(c)** they're crap, but the editor bought them and doesn't see why he should be the only one with an embarrassing software collection.

4 We will also highlight one or more categories each month which we'll expand to include a little bit of extra information on each of the listed games, like what our personal high scores are, what sort of interesting cardboard sculptures we were able to make out of the packaging, or, as a last resort, something relevant.

5 If your fancy is taken by a particular title, just follow these simple steps: **i)** make a note of the publisher; **ii)** look up its number in the terribly handy 'phone list next to this section; **iii)** dial the number, wait for a reply and the following conversation will ensue: "Hello, Megasoft, how can I help you?" "Listen here my good man, I've seen your game listed in the best PC games reference guide in the world ... " "Oh, you mean the one in *PC Zone*?" "Yes, that's the fellah. Anyhow, I've seen your absolutely spiffing game mentioned, and I thought, "Yes, I'd like a crack at that", so here I am, ready to part with my er... readies, for a brand spanking new copy, what!"

6 Now complete the transaction, by arranging payment via your credit card, or obtaining a list of your friendly local software vendors, and the game will soon be yours.

7 Be kind to animals, don't talk to strangers, remember to wash behind your ears, and make sure you get your *PC Zone* fix every month.

*We could have said *all*, but even we aren't perfect. Yes, it's hard to believe, we know.

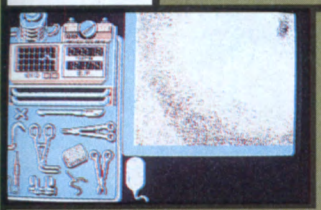
PHONE LIST

Here we have possibly the most scintillating bit of the Buyers Guide, the 'phone list. You'll notice that many of the numbers are the same, but don't worry, it's not a misprint, many of these companies are distributed through another company in the UK, and where this is the case we've printed the number of the distributor, and the name of the distributor in brackets. Happy 'phoning.

360 (Electronic Arts) 0753 549442
Access (US Gold) 021 6253388
Accolade 081 8770880
Addictive 081 8048100
Alternative 0977 797777
Beau Jolly 0737 222003
Blue Byte (Kompart UK Ltd) 0727 868005
Broderbund (Electronic Arts) 0753 549442
Coktel Vision (Digital Integration) 0276 684959
Codemasters 0926 814132
Colorado Technologies (Kompart UK Ltd) 0727 868005
Core Design 0332 297797
CP Software 0993 823463
Cyberdreams (Mirage) 0260 299909
D&H Games 0462 816103
Daze Marketing 071 3282762
Delphine (US Gold) 021 6253388
Digital Integration 0276 684959
Disney Software (Infogrames) 071 7388199
DMI 0753 686000
Domark 081 7802222
Dynamix (Sierra On-Line) 0734 303322
Electronic Arts 0753 549442
Empire (Entertainment International) 0268 541126
Flair Software (Microvalue) 0661 860260
Impressions 071 3512133
Interplay (Electronic Arts) 0753 549442
Internecine (Kompart UK Ltd) 0727 868005
Infogrames 071 7388199
Konami 081-4292446
Loriciels (Digital Integration) 0276 684959
LucasFilms (US Gold) 021 6253388
MicroProse 0666 504326
Microvalue 0661 860260
Millennium (Electronic Arts) 0753 549442
Mindcraft (Electronic Arts) 0753 549442
Mindscape 0444 246333
Mirage 0260 299909
New World Computing (US Gold) 021-6253388
Novalogic (US Gold) 02 -6253388
Ocean 061 8326633
Origin (Electronic Arts) 0753 549442
Oxford Softworks (Kompart UK Ltd) 0727 868005
Psygnosis 051 7095755
Readysoft (Entertainment International) 0268 541126
Renegade 071 7023643
Sierra On-Line 0734 303322
Simarils (Daze Marketing) 071 3282762
The Software Business 0480 496497
SSG (Electronic Arts) 0753 549442
SSI (US Gold) 021-6253388
Storm (Sales Curve) 071 5853308
Storm Computers Ltd (Kompart UK Ltd) 0727 868005
Titus 071 7002119
Ubi Soft 081 3439055
US Gold 021 -6253388
Virgin Games 081 962255
Zeppelin 091 3857755

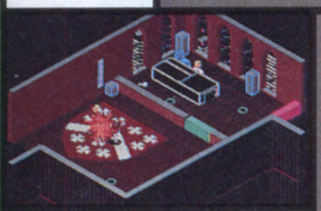
BUYER'S GUIDE

CLASSIC ACTION



LIFE AND DEATH (MINDSCAPE, £19.99)
Given a choice of things to simulate on the humble PC, it takes a warped mind to come up with a simulation of abdominal surgery. Someone at Software Toolworks evidently has a very warped mind since this is exactly what *Life and Death* is all about. Having correctly diagnosed the patient (are you sure it's his appendix? You don't want to be opening him up just to cure stomach cramps after all), you must skilfully slice and stitch until the problem is resolved. It's all good fun, very messy and definitely not for the squeamish.

CLASSIC ACTION/ADVENTURE



D-GENERATION (MINDSCAPE, £19.99)
D-Generation is quite a recent game, although you wouldn't think so to look at it. Don't take that as a negative remark, for this game's major quality is that it revives the quaint old fashioned idea of keeping graphics and sound pleasantly simple. You'd better sit down now because we're about to introduce a novel concept. It's called good gameplay, and *D-Generation* has bags of it. It's essentially an unoriginal isometric exploration and puzzle game which could have been written in the mid-Eighties, but for that it is more enjoyable and better value for money than some of the audio-visual extravaganzas that publishers fob us off with these days. Suck it and see!

CLASSIC ADVENTURE



THE SECRET OF MONKEY ISLAND (LUCASFILMS, £30.64)
The turning point for LucasFilms as a game producer came with this game. Beforehand it had been responsible for some good but not particularly inspired games, but this is a gem. Excellent graphics, a goods soundtrack and plenty of humour. What really makes *Monkey Island* so special is the well-thought out plot. Guybrush Threepwood has always wanted to be a pirate and have plenty of adventures, and so he does. There's romance, a bit of supernatural, and plenty of verbal swashbuckling. It's a feature you really can't afford to miss.

CLASSIC BEAT 'EM-UP/HACK 'EM-UP



PITfiGHTER (DOMARK, £29.99)
Considering that the popular coin-op used state of the art imaging hardware to achieve many of its visual effects, development team Tecque made a pretty good job of converting it. The sprite scaling that made the original game look so good has been recreated expertly and it turns what could have so easily been a so-so game into a reasonably good one that will appeal to beat 'em-up fans.

ACTION

Hmmm, this is tricky, how do you define a term that is not merely alien to the entire *PC Zone* team, but actually fundamentally opposes our philosophy of life. Well, here goes anyway. These are the sort of games that appeal to the people who like a bit of excitement in their lives. None of this namby-pamby cerebral stuff for them. They like runny, jumpy, sweaty under the armpits stuff. So here they are, games in which the emphasis is on twiddling your joystick rather than putting on a brown anorak and dashing down to the British Library to do a bit of pre-game research.

Airborne Ranger (MicroProse, £25.53)
Alcatraz (Infogrames, £30.99)
All Dogs Go To Heaven (Readysoft, £29.99)
Aquatic Games (Millennium, £25.99)
Dragon's Lair 2 (Readysoft, £39.99)
Dragon's Lair 3 (Readysoft, £39.99)
Dynablaster (Ubi Soft, £34.99)
Elvira – The Arcade Game (Flair Software, £25.99)
Exterminator (Audiogenic, £25.99)
Guy Spy (Readysoft, £34.99)
Indiana Jones And The Fate Of Atlantis – The Action Game (LucasFilms, £30.99)
THIS MONTH'S CLASSIC:
LIFE AND DEATH (MINDSCAPE, £19.99)
(See box-off for review)
Life And Death II (Mindscape, £19.99)
Offshore Warrior (Titus, £9.99)
Paperboy 2 (Mindscape, £25.99)
Robocop III (Ocean, £29.99)
The Rocketeer (Disney, £30.99)
The Simpsons (Ocean, £29.99)
Space Ace (Readysoft, £44.99)
Space Ace 2 (Readysoft, £39.99)
Terminator II (Ocean, £29.99)
Titan (Titus, £9.99)
Viz (Virgin Games, £25.99)
Volfied (Empire, £25.99)
Wrath Of The Demon (Readysoft, £34.99)
Wreckers (Audiogenic, £29.99)

ACTION/ ADVENTURE

If, like most of the *PC Zone* team, you love adventure games but have poor reading and writing skills, then why not try adventures which demand a bit of good old fashioned joystick athleticism. These are games for the Conans of the computer world rather than the Sherlocks.

Alone In The Dark (Infogrames, £44.99)
Captive (Mindscape, £25.99)
Captive Map Generator *[Requires Captive]* (Mindscape, £8.99)
Covert Action (MicroProse, £40.86)
Demon Blue (Microvalue, £9.99)
THIS MONTH'S CLASSIC:
D-GENERATION (MINDSCAPE, £19.99)
(See box-off for review)
Eye Of Horus (Addictive, £2.99)
Free DC (US Gold, £34.99)
Hook (Ocean, £34.99)
The Immortal (Electronic Arts, £29.99)
Inca (Coktel Vision, £44.99)
Infestation (Psygnosis, £9.99)
Maya (Addictive, £9.99)
Munsters (Alternative, £7.99)
The World of the Trolls (Microvalue, £25.99)
Whales' Voyage (Microvalue, £29.99)



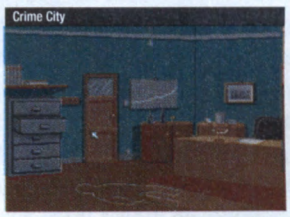
HIGHLIGHTED THIS ISSUE

ADVENTURE

From the days of 'GO NORTH, FIGHT SQUIRREL, STEAL NUTS', adventures have advanced at a cracking pace. Nowadays its not so much the plot that counts, more like the stars and the special effects. We've heard rumours that Guybrush Threepwood is demanding a cool $6 million to star in a third *Monkey Island* extravaganza. Watch this space!

AMAZON (ACCESS, £45.99)
A pretty typical Access product. Typical in that it makes use of leading edge technology to marry video images and conventional bitmapped images, but it doesn't really hang together as a game. It's set in the South American jungle (but you've probably guessed that by now), and is a rather lame pastiche of adventure movies. Looks nice in places though.

AN AMERICAN TAIL (ACCOLADE, £29.99)
The Spielberg kiddies movie gets a pretty mediocre deal out of this animated game. It's a shame that the great man himself doesn't having any hand in making the computer games that are licensed from his films. Perhaps then they wouldn't all be so crap.



BAT 2 (UBI SOFT, £39.99)
A strange combination of adventure, strategy and action. It uses an attractive but ultimately unwieldy windowing system.

CONQUEST OF THE LONGBOW (SIERRA ON-LINE, £39.99)
Even Sierra's worst adventures are worth playing, which I suppose is a round about way of saying that it knows how to design adventure games. Conquest of the Longbow isn't one of the best pieces of software to come out of the company, but it's worth playing just to laugh at modern American ideas of romance being applied inadequately to a quintessentially English legend.

CRIME CITY (IMPRESSIONS, £29.99)
Your father has been wrongly accused of murder, and you are the only one who can prove his innocence. So begins *Crime City* a competent but lacklustre attempt to do the modern detective thriller on computer.

CRUISE FOR A CORPSE (DELPHINE, £30.99)
A graphically stunning adventure which was a departure from Delphine's previous two Cinematique products inasmuch as it's lost the linearity of it's predecessors and there is a greater emphasis on interacting with other characters. There has been a murder on the cruise ship you are taking your holiday on, and it's up to you to investigate. Good fun.

DARKSEED (CYBERDREAMS, £39.99)
This potentially brilliant idea (integrating the graphics of H.R. Giger into a science fiction adventure), is a disappointment because, while it's stunning to look at, it's been so badly designed that solving it becomes a tedious process of trial and error. Leave well alone unless you're a Giger fanatic.

ETERNAM (INFOGRAMES, £35.99)
Stunning adventure game set in a futuristic planet-sized theme park. Its main attraction is the clever integration of animated sequences into a well thought out plot.



GATEWAY (ACCOLADE, £34.99)
An attempt to recreate Frederik Pohl's classic science-fiction work as an adventure game. It works pretty well provided that you can get along with Legend's quirky text and graphics interface.

HEART OF CHINA (DYNAMIX, £39.99)
Visually stunning, with a great soundtrack and an exciting plot, but you'll finish it in two days. You do at least get to blow a seagull to bits, which is some consolation if you're sick. Then again, sick is exactly what you're going to be when you discover you've just shelled out forty quid for one weekend's entertainment.

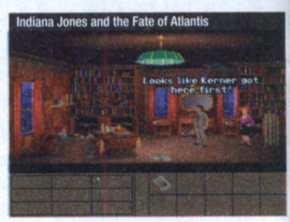
HITCHIKERS GUIDE TO THE GALAXY (VIRGIN GAMES, £9.99)
An early Infocom text adventure written in collaboration with Douglas Adams and well worth a second visit.

HOME ALONE II (ACCOLADE, £29.99)
Look, if you like the little wonderbrat that much, then go out, rent the video, buy a couple of cans of Theakstons and some beer nuts, go home, watch the film and congratulate yourself on saving twenty-five quid and many tedious moments in front of your computer.

INDIANA JONES AND THE FATE OF ATLANTIS – THE ADVENTURE GAME (LUCASFILMS, £37.99)
Quite brilliant. The one graphic adventure that everyone should have in their collection. There are three different ways to play the game which compensates for it being a little too easy. A gem.

KINGS QUEST IV (SIERRA ON-LINE, £29.99)
The last of the interminable *King's Quest* series to be rendered in garish EGA. In this one you play the Princess Rosella, on a quest to find the magic fruit that will cure her father. It's all incredibly twee, but…

KINGS QUEST V (SIERRA ON-LINE, £44.99)
… it gets even more twee, although slightly less garish, in this one, entitled *Absence Makes the Heart Go Yonder*, which has King Graham (Since when were royalty given names like Graham?) returning home to find his family have been kidnapped by some ruthless villains. That'll teach him to work late at the office!



KINGS QUEST VI (SIERRA ON-LINE, £44.99)
Yet more sloppy but rather enjoyable nonsense from Roberta Williams,who is the computer entertainment world's answer to Barbara Cartland.

LOOM (LUCASFILMS, £35.75)
A charming fantasy very well received by everyone, but about as challenging as finding sad looking bits of lettuce in a Big Mac. You play Bobbin Threadbare, the reluctant hero struggling to a master a musical form of magic. This gives rise to scenes that vaguely resemble that kiddies music programme with Jonathan Cohen.

THE LOST FILES OF SHERLOCK HOLMES (ELECTRONIC ARTS, £39.99)
One of the better recent attempts at creating an adventure game based on the exploits of

the world's most famous fictional detectives. It has a completely new case for Holmes and Watson to solve, and uses a fairly traditional looking graphic adventure interface, with a menu at the bottom of the screen and items being manipulated by clicking on them in the main display. Other games are promised in the same series.

LURE OF THE TEMPTRESS (VIRGIN GAMES, £35.99)
The first of Revolution Software's Virtual Theatre system. At first sight it looks like any other graphic adventure, but the clever interface allows more detailed character interaction than most. You can, for example, give other characters in the game a whole list of instructions and they will quite happily go off and carry them out.

MARTIAN MEMORANDUM (ACCESS, £40.99)
A second game to use the superb graphics system employed in *Countdown*. Unfortunately this game, like its predecessor, has serious flaws in the gameplay department. The plot is basically a futuristic detective story set on Mars, but it's not as engaging as it sounds.

OPERATION STEALTH (DELPHINE, £30.64)
The second Cinematique game is quite unashamedly a rip-off of the *James Bond* novels and films, and the main character even looks like Timothy Dalton, but for all its unoriginality it's a great game, slightly more challenging than *Future Wars*, and with a brilliant soundtrack.

PLANETS EDGE – THE POINT OF NO RETURN (NEW WORLD COMPUTING, £40.99)
A so-so graphic adventure from the makers of *Might and Magic*, in which you must investigate the disappearance of the Earth.


Kings Quest V

POLICE QUEST 1 – IN PURSUIT OF THE DEATH ANGEL (SIERRA ON-LINE, £29.99)
An adventure game written by Jim Walls, an ex-police officer. It recreates, as best as possible, real police procedure. You must patrol the streets of the town ofLytton, dealing with petty crimes as well as solving one major case.

POLICE QUEST 2 – THE VENGEANCE (SIERRA ON-LINE, £29.99)
A graphically improved follow up to the first game in which you are once again on the trail of the Death Angel.

POLICE QUEST 3 – THE KINDRED (SIERRA ON-LINE, £39.99)
The latest and easily the best of the series in which you hunt down a serial killer whose latest attempted target has been your own wife. Be warned: it's aimed at the adult market so is pretty graphic.

QUEST FOR GLORY 1 (SIERRA ON-LINE, £39.99)
A re-release of the first game in the series, originally titled *Hero Quest*, now rewritten with the Sierra Creative Interface.

QUEST FOR GLORY 3 – WAGES OF WAR (SIERRA ON-LINE, £39.99)
Most graphically impressive of the series, in which you attempt to bring peace to the land. Unlike Sierra's other adventures, this one features a sort of half-hearted role-playing element including plenty of combat.

RISE OF THE DRAGON (DYNAMIX, £39.99)
The first adventure game from Dynamix still looks and sounds great. The *Bladerunner* style plot is enhanced by very atmospheric sound and tremendous graphics. The whole thing is sadly let down by a difficult interface and there's not enough of it.


Rise of the Dragon

THIS MONTH'S CLASSIC:
THE SECRET OF MONKEY ISLAND (LUCASFILMS, £30.64)
(See box-off for review)

THE SECRET OF MONKEY ISLAND 2 – LE CHUCKS REVENGE (LUCASFILMS, £35.99)
A brilliant follow-up to the first adventure to feature Guybrush. This one is the first LucasFilms game to use the excellent iMuse system which changes the music seamlessly as you pass from one location to another.

SHERLOCK HOLMES I [CD] (MINDSCAPE, £59.99)
This wowed everyone when it first appeared, mainly because of its clever use of real-time video sequences. In fact the programmers and designers cheated by confining movement to a small part of the frame, thus cutting down both speed and memory restrictions. Nevertheless the three cases are fun to solve.

SHERLOCK HOLMES II [CD] (MINDSCAPE, £59.99)
More of the same with even more impressive video clips.

SPACE QUEST 1 – THE SARIAN ENCOUNTER (SIERRA ON-LINE, £39.99)
A re-release of the classic comic space adventure. This one uses the non-typing SCI interface and has greatly improved graphics and sound.

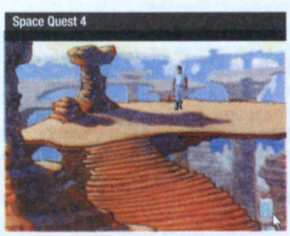
SPACE QUEST 4 – ROGER WILCO AND THE TIME RIPPERS (SIERRA ON-LINE, £39.99)
A hilarious self-parody of the *Space Quest* story in which Roger travels back and forth in time to visit other games in the series.

STAR TREK: 25TH ANNIVERSARY (ELECTRONIC ARTS, £34.99)
A brilliant recreation of the classic television series. This game combines space combat with graphic adventure in a series of episodes, each of which is true to the spirit of the original, right down to the badinage between the three central characters.

WAXWORKS (ACCOLADE, £34.99)
A feast of gore which will appeal to the sick-minded but should probably be avoided by everyone else. Horrorsoft's game's are always very good, but this one is just a little too overindulgent.

WILLY BEAMISH (DYNAMIX, £39.99)
A cute American schoolkid may not be the most obvious hero for an adventure game but Dynamix have made a reasonably good job of making Willy Beamish into one. Frankly the gameplay doesn't really rise much beyond the cute appeal, but as an alternative to hack and slash or science fiction it stands up fairly well.

ZORK (VIRGIN GAMES, £9.99)
The most famous Infocom text adventure is pretty faithful to the spirit of Crowther and Wood's *Colossal Caves*, but introduces many inventive ideas. The plot has you exploring a huge underground kingdom in which there are strange creatures and loads of puzzle to contend with Thoroughly absorbing (Yes! Even without graphics!)


Space Quest 4

ZORK II – THE WIZARD OF FROBOZZ (VIRGIN GAMES, £9.99)
Journey onwards in the underground kingdom under the malign eye of the great wiz. Excellent stuff.

ZORK III – THE DUNGEON MASTER (VIRGIN GAMES, £9.99)
The concluding part of the Zork trilogy, and a final confrontation with the Dungeon Master himself (Eeek!)

BEAT 'EM-UP/ HACK 'EM-UP

Let's face it, if you're one of those people who regularly gets sand kicked in your face by six year-olds, there's nothing better than getting home and working out your frustration with a quick game of *International Karate*. Provided you can persuade your kid sister to let you have your machine back without getting beaten up again.

Blade Warrior (Zeppelin, £7.99)
Budokan (Electronic Arts, £10.99)
Deathbringer (Empire, £25.99)
Double Dragon (Virgin Games, £9.99)


Blade Warrior

Double Dragon II (Virgin Games, £9.99)
Golden Axe (Virgin Games, £9.99)
International Karate (Addictive £4.99)
Knight Force (Titus, £9.99)
Kung-Fu Warrior (Addictive, £9.99)
Madshow (Addictive, £2.99)
Manhattan Dealers (Addictive, £2.99)
Moonstone (Mindscape, £30.99)
Ninja Rabbits (Microvalue, £9.99)
THIS MONTH'S CLASSIC:
PITFIGHTER (DOMARK, £29.99)
(See box-off for review)
Wild Streets (Titus, £9.99)

BOARD, TABLE, CARD & CASINO

Now what was that justification for paying twice as much for a computer board game as you'd pay for the original? Oh yes, there aren't any pieces to lose. Doesn't stop you from feeling stupid when you lug your PC round to the relatives at Christmas just so you can play *Trivial Pursuit* though!

Arcade Fruit Machine (Zeppelin, £7.99)
Backgammon (Addictive, £4.99)
Blackjack (Addictive, £4.99)
Bridge Player 2150 Galactic (CP Software, £30.60)
Casino (Accolade, £29.99)
Casinos Of The World (Accolade, £34.99)
Deluxe Trivial Pursuit (Domark, £29.99)
Go Simulator (Infogrames, £30.99)
THIS MONTH'S CLASSIC:
HONG KONG MAH JONG (ELECTRONIC ARTS, £29.99)
(See box-off for review)
Hoyles Book of Games (Sierra On-Line, £39.99)
Hoyles Book Of Games 3 (Sierra On-Line, £39.99)
Lots-O-Slots (Accolade, £14.99)
Micro Bridge Companion *[Requires Windows]* (Mindscape, £34.99)
Omar Sharif's Bridge (Oxford Softworks, £39.99)
Poker (Accolade, £14.99)
Ragnarok (Mirage, £39.99)
Theatre of War (360, £34.99)

CLASSIC BOARD, CARD & CASINO



HONG KONG MAH JONG (ELECTRONIC ARTS, £29.99)
This Far Eastern variation on Rummy hasn't been given as much attention by games publishers as it deserves, so this first class simulation from Electronic Arts is very welcome. The principle of the game is to be the first to play all your tiles by matching up groups of three or four. Points are awarded depending on the quality of your hand, some combinations being harder to obtain and therefore awarded more points. There are plenty of thrills, like digitised animation of your opponents and some speech, but these are just bonuses, the real attraction is that the computer plays at a wide range of skill levels, so this game is accommodating to beginners while still providing a challenge to expert players.

CLASSIC CHESS



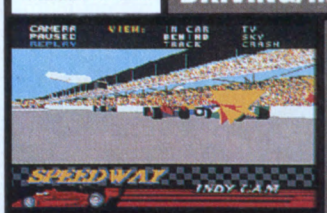
BATTLECHESS (ELECTRONIC ARTS, £10.99)
It was fairly evident that from the moment someone came up with an algorithm for a chess-playing program that it wouldn't be too long before someone else decided to marry the artificial intelligence to the computer's graphics capability, so that the peices could actually do battle for real. There are many chess programs which now incorporate this option, but *Battlechess* was the first and is still one of the best. The animation is very amusing. Highly recommended at this price.

CLASSIC COMPILATION/DOUBLE PACK



ULTIMA TRILOGY II (ORIGIN, £39.99)
If you haven't got around to adding the *Ultima* games of Richard Garriot to your collection, then this is a cheap way of getting numbers IV-VI. Set in the legendary land of Brittania, you take on the role of Avatar, a visitor from our world. The general tone of each game is that something is seriously wrong in the kingdom, and it is up to you put it right. On the surface, these games seem to be fairly average examples of the Role Playing genre, but once you become involved with the characters and the various goings on in Brittania, you will begin to appreciate the depth and intricate storylines which have generated a cult following for Richard Garriot's creation.

CLASSIC DRIVING/MOTOR RACING



INDY 500 (ELECTRONIC ARTS, £29.99)
Although it's getting a bit long in the tooth now, this racing game is still good fun to play. It was the first to bring a realistic feel to racing games by applying the sort of 3D technologies previously reserved for flight simulators. Features include a series of external views and a replay facility that allows you to relive the most dramatic moments. While it certainly doesn't compare with *Grand Prix* as a realistic simulation of motor racing, *Indy 500* still has plenty to recommend it.

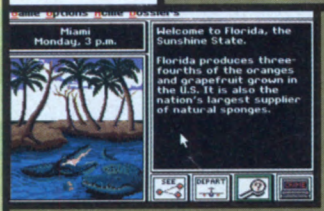
BUYER'S GUIDE

CLASSIC FLIGHT, SUB & TANK SIMS



CHUCK YEAGER'S AIR COMBAT (ELECTRONIC ARTS, £34.99)
The first flight sim to introduce 'What If...' scenarios in which you get the opportunity to fly a P-51 against a MiG-21 or some other improbable combination. In a more realistic vein, there is a series of some thirty missions based on actual events during World War II, the Korean War and the conflict in Vietnam which you can fly individually or as a campaign. The emphasis is on dogfighting, although there are a couple of reconnaissance missions. The format makes this simulation good fun and easy to get into, although the lack of a proper campaign will put off some people. The graphics are bitmapped rather than filled polygons, so it also looks a lot more attractive than many of its competitors. Highly recommended.

CLASSIC KIDS' STUFF



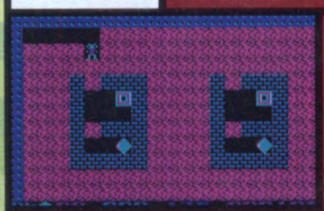
WHERE IN THE USA IS CARMEN SANDIEGO? – DELUXE EDITION (BRODERBUND, £45.99)
The first of the Carmen Sandiego games still has a lot going for it if you're looking for an educational product that encourages reading and research. The objective is to track down and capture members of VILE, a criminal organisation headed by the notorious master thief, Carmen Sandiego. Clues are provided in a number of locations across the USA, and must by followed up by looking them up in the Encyclopaedia that is provided. Older children will find the process quite compelling.

CLASSIC PLATFORM



PRINCE OF PERSIA (DOMARK, £24.99)
The quality of the animation is what makes this excellent game stand out from the crowd. Real human motion was extensively studied so that the sprites representing the characters within the game move fluidly and realistically as they run, jump and fight. It really is a joy to watch, and there's plenty of gameplay to back up the nice visuals. You race against time to escape the dungeons of the Grand Vizier and rescue the obligatory princess. As well as the usual running and jumping, there's some sword play and plenty of well thought out puzzles.

CLASSIC PUZZLE



BOULDERDASH (ADDICTIVE, £2.99)
The game that launched a thousand clones. *Boulderdash* is one of those deceptively simple ideas that makes for a game so infuriatingly addictive that you need to order in twice your normal supply of midnight oil. You play the mining chappie Rockford, whose main objective in life is to collect as many gems as he possibly can do. The problem is that, in the process of collecting gems, he has to eat away sections of earth, and this may cause boulders or gems to fall and crush him. The game then becomes moments of nightmare uncertainty about which way to go next followed by mad dashes beneath rows of boulders in a desperate attempt to get from A to B with all the relevant soft bits still attached. Great fun, and great value at this price.

CHESS

So you think that Nigel Short is a pussycat huh? Wouldn't stand a chance against your infamous Double Sicilian Knight's Best Mate's Gambit Cop This Matey manoeuvre? Well you'd better get in practice for the next World Championship then hadn't you?

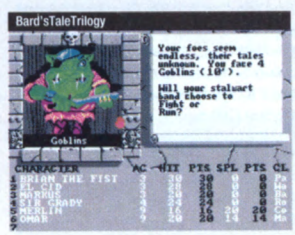


Battlechess (Electronic Arts, £10.99)
Battlechess *[Windows]* (Electronic Arts, £34.99)
Battlechess II (Electronic Arts, £29.99)
Chess Champion 2175 (Oxford Softworks, £30.99)
THIS MONTH'S CLASSIC:
BATTLECHESS (ELECTRONIC ARTS, £10.99)
(See box-off for review)
Chessmaster 3000 (Mindscape, £35.99)
Chessmaster 3000 Multimedia *[CD]* (Mindscape, £44.99)
Grandmaster Chess (Accolade, £34.99)
Grandslam Bridge II (Electronic Arts, £39.99)
The Complete Chess System (Oxford Softworks, £34.99)

COMPILATION/ DOUBLE PACK

Why pay 30 quid for one game when you can get five for the same price? Common sense dictates that, if you wait eight months, whatever game you're interested in will be available in a compilation. You won't wait though will you? Thought not!

5 Intelligent Strategy Games (Oxford Softworks, £29.99)
360 Compilation (Mindscape, £59.99)
The Adventurers (Core Design, £34.99)
Air Commander (Ubi Soft, £39.99)
Air, Land and Sea (Electronic Arts, £39.99)
Antheads & It Came From The Desert (Beau Jolly, £12.99)
Arcade 1 (Addictive, £2.99)
Arcade Bonanza (Addictive, £4.99)
Award Winners (Empire, £29.99)
Bard's Tale Trilogy (Electronic Arts, £39.99)
The Big 100 (The Software Business, £29.99)
Bitmap Brothers Volume 1 (Renegade, £29.99)
Casino Games Pack (Mindscape, £49.99)
CD Games Pack II (Mindscape, £89.99)
Club Casino (Addictive, £2.99)
Combat Classics (Empire, £34.99)
Excellent Games (Alternative, £14.99)
Fantastic Worlds (Ubi Soft, £34.99)
Fantasy Pak (Addictive, £4.99)
Fantasypak (Simarils, £29.99)
Games Compendium (Addictive, £2.99)
The Greatest (Beau Jolly, £35.99)
Head To Head (Domark, £39.99)



Magic Worlds (Simarils, £25.99)
Master Blaster (Addictive, £2.99)
Maze Adventure (Addictive, £4.99)
Mega Collection Compilation (Microvalue, £12.99)
Nicks Picks (Sierra On-Line, £79.99)
Olympiad Collection (Microvalue, £9.99)
PC Games Collection (Domark, £39.99)
Powerpack II (Beau Jolly, £34.99)
Pro-League Baseball (Addictive, £4.99)
Psycho Soccer's Selection (Ubi Soft, £34.99)
Rocket Ranger & TV Sports Football (Beau Jolly, £12.99)
Sim City/Populous (Infogrames, £34.99)
Sinbad & Defender Of The Crown (Beau Jolly, £12.99)
Soccer Stars (Empire, £25.99)
Space Battles (Addictive, £4.99)
Sporting Gold (US Gold, £30.64)
Sports Best (Loriciels, £24.99)
Sports Masters (Empire, £34.99)
Sports Spectacular (Addictive, £2.99)
Strategy Games (Addictive, £4.99)
Strategy Masters (Ubi Soft, £34.99)
Strike Force (Addictive, £2.99)
The Three Stooges & King Of Chicago (Beau Jolly, £12.99)
THIS MONTH'S CLASSIC:
ULTIMA TRILOGY II (ORIGIN, £39.99)
(See box-off for review)

DRIVING/ MOTOR RACING

If you've always fancied yourself as the sort of person who gives car insurance salesmen ideas of early retirement, but have neverhad it in you to do handbrake turns on the M25 in your Robin Reliant, the easiest ways to live your fantasy are listed below.

4D Sports Driving Classic (Mindscape, £19.99)
African Trail Simulator (Addictive, £9.99)
Car And Driver (Electronic Arts, £39.99)
Chicago '90 (Addictive, £2.99)
Crazy Cars 2 (Titus, £9.99)





Crazy Cars 3 (Titus, £29.99)
Grand Prix (MicroProse, £44.99)
Grand Prix 500 (Addictive, £2.99)
Grand Prix Unlimited (Accolade, £34.99)
Highway Patrol II (Addictive, £2.99)
Hot Rubber (Titus, £9.99)
THIS MONTH'S CLASSIC:
INDY 500 (ELECTRONIC ARTS, £29.99)
(See box-off for review)
Ivan 'Iron Man' Stewart's Super Off Road Racer (Virgin Games, £9.99)
Karting Grand Prix (Addictive, £2.99)
Mario Andretti's Racing Challenge (Electronic Arts, £29.99)
Stunt Driver (Digital Integration, £14.99)
Test Drive II: The Collection (Accolade, £34.99)
Turbo Outrun (US Gold, £30.64)

FLIGHT, SUB & TANK SIMS

Isn't it nice to be able to limp* confidently into the officer's mess** and impress the girls from the WAAF*** with your tales of derring-do**** over the war-torn fields of France*****.

Your arthritis makes a good war wound substitute. **The dining room *Your wife ****You finally managed to shoot down that unarmed Fokker Triplane with your F-16. *****A quick game of Aces Over Europe.*

688 Attack Sub (Electronic Arts, £29.99)
A-10 Tank Killer (Dynamix, £39.99)
Abrams Battle Tank (Electronic Arts, £29.99)
Aces of the Pacific (Dynamix, £39.99)
Aces of the Pacific Mission Desk *[Requires Aces of the Pacific]* (Sierra On-Line, £24.99)
Aces Over Europe (Dynamix, £44.99)
Aircraft And Adventure Factory *[Flight Simulator IV add-on]* (Digital Integration, £39.99)
Atac (MicroProse, £44.99)
ATF II (Digital Integration, £9.99)
AV8B Harrier Assault (Domark, £39.99)
B-17 Flying Fortress (MicroProse, £44.99)
Birds Of Prey (Electronic Arts, £39.99)
Blue Max (Mindscape, £19.99)
Campaign (Empire, £39.99)
Chuck Yeager's Advanced Flight Trainer 2.0 (Electronic Arts, £10.99)
THIS MONTH'S CLASSIC:
CHUCK YEAGER'S AIR COMBAT (ELECTRONIC ARTS, £34.99)
(See box-off for review)
Comanche – Maximum Overkill (Novalogic, £45.99)
Das Boot (Mindscape, £19.99)
F-15 Strike Eagle (MicroProse, £22.47)
F-15 Strike Eagle II (MicroProse, £35.75)
F-15 Strike Eagle III (MicroProse, £44.99)
F-19 Stealth Fighter (MicroProse, £40.86)
F-29 Retaliator (Ocean, £34.99)
F-117A Stealth Fighter (MicroProse, £39.99)
Falcon (Digital Integration, £14.99)
Falcon 3.0 (MicroProse, £44.99)
Falcon 3.0 Mission Disk *[Falcon 3.0 add-on]* (MicroProse, £24.99)
Flight 685 *[Flight Simulator IV add-on]* (Digital Integration, £29.99)
Flight 701 *[Flight Simulator IV add-on]* (Digital Integration, £29.99)
Flight Of The Intruder (Digital Integration, £14.99)
Flight Planner *[Flight Simulator IV add-on]* (Digital Integration, £29.99)
FS Pro *[Flight Simulator IV add-on]* (Digital integration, £29.99)
Grand Canyon *[Flight Simulator IV Scenery Disk]* (Digital Integration, £19.99)
Gunship (MicroProse, £35.75)
Gunship 2000 (MicroProse, £39.99)
Gunship 2000 Mission Disk *[Requires Gunship 2000]* (MicroProse, £24.99)
Harrier Jump Jet (MicroProse, £44.99)
Hawaii *[Flight Simulator IV scenery disk]* (Digital Integration, £19.99)
Heroes of the 357th (Electronic Arts, £34.99)
Interceptor (US Gold, £34.99)
Jetfighter 2 (US Gold, £24.99)
Jetfighter Special Edition (US Gold, £49.99)
Jump Jet (Addictive, £2.99)
Knights of the Sky (MicroProse, £40.86)



Lancaster (Addictive, £9.99)
LHX Attack Chopper (Electronic Arts, £39.99)
M1 Tank Platoon (MicroProse, £40.86)
Megafortress (Mindscape, £35.99)
Operation Sledgehammer *[Requires Megafortress]* (Mindscape, £19.99)
Pacific Islands (Empire, £34.99)
Red Baron (Dynamix, £39.99)
Red Baron Mission Desk *[Requires Red Baron]* (Dynamix, £24.99)
Red Storm Rising (MicroProse, £35.75)
Rescue 911 *[Flight Simulator IV add-on]* (Digital Integration, £29.99)
Secret Weapons of the Luftwaffe (LucasFilms, £40.99)
Shuttle (Virgin Games, £49.99)
Silent Service (MicroProse, £25.53)
Silent Service II (MicroProse, £35.75)
Stormovik (Electronic Arts, £10.99)
Tahiti *[Flight Simulator IV Scenery Disk]* (Digital Integration, £19.99)
Tank (Digital Integration, £14.99)
Team Yankee (Empire, £34.99)
Their Finest Mission *[Battle of Britain Mission Disk]* (LucasFilms, £15.99)
Thunderhawk (Core Design, £34.99)
Tracon (Mindscape, £35.99)
Tracon II (Mindscape, £45.99)

KIDS' STUFF

Save the embarrassment of having to browse in the shop, by choosing your favourite 'edutainment' software from our buyer's guide. Now you'll no longer have to pay a five year old to go into the shop with you just so you can by yourself a copy of *Mickey's Jigsaw Puzzles.*

Are We There Yet (Electronic Arts, £29.99)
Bunny Bricks (Simarils, £25.99)
Cartooners (Electronic Arts, £29.99)
The Castle of Dr Brain (Sierra On-Line, £34.99)
Eco Quest (Sierra On-Line, £34.99)
Eco Quest 2 (Sierra On-Line, £34.99)
Just Grandma And Me *[CD]* (Electronic Arts, £39.99)
The Incredible Machine

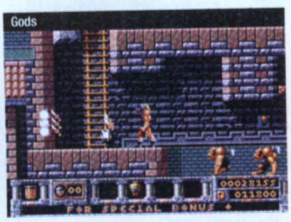


(Sierra On-Line, £34.99)
The Island of Dr Brain (Sierra On-Line, £34.99)
Kid Cuts (Electronic Arts, £34.99)
Kid Pix (Electronic Arts, £34.99)
Kid Pix Companion (Electronic Arts, £25.99)
Mario Is Missing (Mindscape, £39.99)
Mario Teaches Typing (Electronic Arts, £29.99)
Mickey's ABCs (Disney, £25.99)
Mickey's 123s (Disney, £25.99)
Mickey's Colours and Shapes (Disney, £25.99)
Mickey's Jigsaw Puzzles (Disney, £25.99)
Mickey's Memory Challenge (Disney, £25.99)
Mixed Up Fairy Tales (Sierra On-Line, £34.99)
Mixed Up Mother Goose (Sierra On-Line, £34.99)
Numbers Up (Mindscape, £52.88)
Playroom (Infogrames, £25.99)
Postman Pat III (Alternative, £7.99)
Putt Putt Joins The Parade *[CD]* (Electronic Arts, £29.99)
Quarky & Quasoo's Turbo Science (Sierra On-Line, £34.99)
Red Dog And Charlie Go Camping (Sierra On-Line, £39.99)
Sooty & Sweep (Alternative, £7.99)
Thomas the Tank Engine and Friends (Alternative, £7.99)
The Tree House (Broderbund, £39.99)
Twisty History (Sierra On-Line, £34.99)
Where in America's Past is Carmen Sandiego? (Broderbund, £34.03)
Where in Europe is Carmen Sandiego? (Broderbund, £34.44)
Where in the USA is Carmen Sandiego? (Broderbund, £34.99)
THIS MONTH'S CLASSIC:
WHERE IN THE USA IS CARMEN SANDIEGO? – DELUXE EDITION (BRODERBUND, £45.99)
(See box-off for review)
Where in the World is Carmen Sandiego? (Broderbund, £34.99)
Where in the World is Carmen Sandiego? – Deluxe Edition (Broderbund, £59.99)
Where in Time is Carmen Sandiego? (Broderbund, £34.99)

PLATFORM

The PC has always had something of a reputation for cerebral games rather than the good old fashioned platform capers that the other machines tend to attract. Now, however, the tide seems to be turning and, as is demonstrated below, platform fans are beginning to be catered for in a big way.

Baal (Psygnosis, £9.99)
The Blues Brothers (Titus, £25.99)
Catch 'Em (DMI, £29.99)
Cool Croc Twins (Empire, £25.99)
Cool World (Ocean, £29.99)
Elf (Ocean, £29.99)
Fantasy World Dizzy (Codemasters, £9.99)
First Samurai (Ubi Soft, £30.99)
Gods (Renegade, £34.99)
The Gold Of The Aztecs (US Gold, £30.99)
Hammer Boy (Addictive, £9.99)
Helter Skelter (Audiogenic, £19.99)
Huckleberry Hound (Alternative, £9.99)
Kid Gloves 2 (Millennium, £25.99)
Magic Pockets (Renegade, £30.99)
Pixie and Dixie (Alternative, £7.99)
Popeye 2 (Alternative, £7.99)
Prehistorik (Titus, £9.99)



THIS MONTH'S CLASSIC:
PRINCE OF PERSIA (DOMARK, £24.99)
(See box-off for review)
Prospector (Addictive, £4.99)
Risky Woods (Electronic Arts, £29.99)
RoboCod (Millennium, £25.99)
Stryx (Psygnosis, £9.99)
Super Cauldron (Titus, £29.99)
Titus The Fox (Titus, £25.99)
Tristan (Colorado Technologies, £34.99)
Ugh (DMI, £29.99)

PUZZLE

Puzzle games tend to divide into two types. There are those like *Puzznic* which almost entirely involve brainwork, and there are those like *Tetris* which require fast reaction skills as well. The PC is a breeding ground for puzzle games, and the current selection should grow at a rate of knots.

Archipelagos (Addictive, £2.99)
Atomino (Psygnosis, £34.99)
THIS MONTH'S CLASSIC:
BOULDERDASH (ADDICTIVE, £2.99)
(See box-off for review)
Boulderdash 2 (Addictive, £2.99)
Brix 2 (Addictive, £2.99)
Chips Challenge (US Gold, £25.99)
Creepers (Psygnosis, £39.99)
Contraptions (Mindscape, £19.99)
Emlyn Hughes Quiz (Audiogenic, £25.99)
Galactic Warrior Rats (Alternative, £7.99)
Goblins (Coktel Vision, £25.99)
Gobliins (Coktel Vision, £29.99)
Hare Raising Havoc (Disney, £25.99)
Hare Raising Havoc *[Including The Disney Sound Source]* (Disney, £54.99)
The Humans (Mirage, £29.99)
The Legend of Myra (Grandslam, £29.99)
Lemmings (Psygnosis, £34.99)
Lemmings Double Pack (Psygnosis, £39.99)
Lemmings 2: The Tribes (Psygnosis, £39.99)
Loopz (Audiogenic, £25.99)
Never Mind (Psygnosis, £9.99)
Pushover (Ocean, £29.99)
Puzznic (Ocean, £29.99)
Quadralien (Addictive, £2.99)
Sarakon (Virgin Games, £19.99)
Supaplex (Digital Integration, £7.99)
Super Tetris (MicroProse, £34.99)
Swap (Titus, £9.99)
Tetris (Infogrames, £24.99)
Ween (Coktel Vision, £34.99)
Wordtris (MicroProse, £34.99)
Zyconix (Accolade, £24.99)

ROLE-PLAYING GAMES

Role-playing games have their roots in a table-top tradition that extends back to the late sixties when the now legendary Gary Gygax began putting his mind to creating the first rule set for *Dungeons and Dragons.* This and many other rule sets like *Tunnels and Trolls* and *Runequest* now have a huge following. Computer versions add a new visual aspect to the games, and make them really accessible to solo players or small groups.

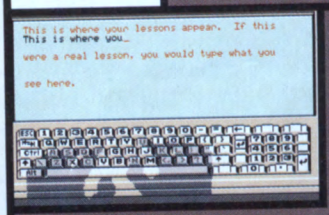
Bard's Tale Construction Set (Electronic Arts, £29.99)
Bard's Tale III (Electronic Arts, £10.99)
Buck Rogers Countdown To Doomsday (SSI, £34.99)
Buck Rogers 2: Matrix Club (SSI, £30.99)
Champions Of Krynn (SSI, £30.64)
Corporation (Core Design, £34.99)
The Curse Of The Azure Bonds (SSI, £30.64)
Dark Half (Accolade, £29.99)
Darklands (MicroProse, £49.99)
The Dark Queen Of Krynn (SSI, £32.99)
Daughter Of Serpents (Millennium, £39.99)
Death Knights Of Krynn (SSI, £30.99)
Dragon Wars (Interplay, £29.99)
THIS MONTH'S CLASSIC:
DUNGEON MASTER (PSYGNOSIS, £34.99)
(See box-off for review)
Eye Of The Beholder (SSI, £30.64)
Eye Of The Beholder 2 – The Legend Of Dark Moon (SSI, £35.99)
Fireking (SSG, £29.99)
Forge Of Virtue (Electronic Arts, £19.99)
The Gateway To The Savage Frontier (SSI, £39.99)
Hard Nova (Electronic Arts, £29.99)
Heimdall (Core Design, £34.99)
Hillsfar (SSI, £25.53)
The Immortal (Electronic Arts, £29.99)
Ishar (Simarils, £29.99)
Legend (Mindscape, £30.99)
Legends Of Valour (US Gold, £39.99)
Lord Of The Rings (Electronic Arts, £34.99)
Magic Candle (Mindcraft, £29.99)
Magic Candle II (Mindcraft, £34.99)
Megatraveller 1 (Empire, £34.99)
Megatraveller 2 (Empire, £34.99)
Might And Magic 2 (New World Computing, £30.64)
Might And Magic 3 – Isles Of Terra (New World Computing, £40.99)

CLASSIC ROLE PLAYING GAMES



DUNGEON MASTER (PSYGNOSIS, £34.99)
It took a long time for FTL's masterpiece to make it to the PC, and all credit must go to Psygnosis for having the courage to release it in its original form with the likes of *Eye of the Beholder* and *Ultima Underworld* already on the shelves. Perhaps not surprisingly *Dungeon Master* has stood the test of time very well. Alright, the dungeons look as if they have a cleaner who comes round every evening at six to wipe up all the blood and guts and dust off all the magic items, and, yes the monsters do look like rejects from a Ray Harryhausen animation, but the game has been superbly designed and you'll become engrossed enough to forget the slightly naff audio-visuals.

CLASSIC SERIOUS SOFTWARE



MAVIS BEACON TEACHES TYPING II (MINDSCAPE, £35.99)
I'll let you into a secret... Mavis Beacon doesn't actually exist. Yes, I know, it's like that awful moment when the horrible truth about Santa Claus finally dawns on you. The editor has been traumatised ever since he was forced to face up to the fact, but the therapy is working and he can now approach most typewriter keyboards without bursting into floods of tears. Seriously though, this is a cheap and effective alternative to taking lessons and is highly recommended to hunt and peck artistes.

CLASSIC SHOOT 'EM-UP



NOVA 9 (SIERRA ON-LINE, £29.99)
Sierra took a break from its usual run of adventure games when it created the modern *Battlezone* clone, *Stellar 7.* This update of that earlier games adds greater depth, with some strategic elements, but the main attraction is the improved gameplay resulting from better and smoother graphics. Theres also a fairly sickly sweet storyline (well, this is a Sierra game), but you'll probably want to ignore that and get on with shooting things instead.

CLASSIC SMUT!



SPELLCASTING 201: THE SORCEROR'S APPLIANCE (ACCOLADE, £19.99)
The Infocom text adventure that really made Steve Meretzky's name as an author of funny risqué material was *Leather Goddesses of Phobos.* Since then he's gone on to stun the world with his slightly more graphical spellcasting series. These are based on the exploits of Ernie Eaglebeak, inept student of the magical arts. Wizards it seems, spend most of their time preoccupied with rather more earthy matters, namely, buxom blondes. The humour never gets distasteful, and there's actually quite a good adventure here, if you can cope with the quirky interface.

BUYER'S GUIDE

CLASSIC SPACE COMBAT & STRATEGY



WING COMMANDER I (ORIGIN, £19.99)

Chris Roberts proved with this game that there were still plenty of things that could be done with 3D on the current crop of machines provided you weren't adverse to cheating. His 3D ships with bitmapped surfaces look very impressive, but he's made them flat as pancakes so that he only has two surfaces to worry about. Despite all its graphical and aural splendour, this is really only a glorified shoot 'em-up, but it's very engaging for a short while.

CLASSIC SPORT



PRO TENNIS TOUR 2 (UBI SOFT, £34.99)

Many have tried to create the definitive Tennis Simulation, but few have come as close as Ubi Soft did with this one. While it isn't the most visually stunning sports simulation there ever was, the visual element is quite adequate and is more than compensated for by the gameplay. The trouble with many tennis games is that the control method is so unwieldy that by the time you've done everything necessary to hit the ball it's already bouncing off the head of a line judge and into the crowd. This one has a simple control method which requires some skill to master, but results in a challenging, and above all, playable game.

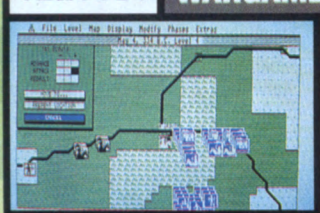
CLASSIC STRATEGY



POPULOUS (ELECTRONIC ARTS, £10.99)

A revolutionary game that everyone should own. You play a god responsible for a tribe of warlike people who are engaged in an interminable struggle with another tribe of people, who also have a god backing them. Your little people roam over a 3D landscape which must be flattened so that they can settle. You also have an arsenal of effects ranging from earthquakes to floods with which you can lay low the opposition. There are 500 different landscapes to conquer, or you can link two machines together and play against a human opponent. It's very addictive and well worth having at this price.

CLASSIC WARGAMES



UMS II (MICROPROSE, £40.87)

Intergalactic's masterpiece is not for the casual wargamer. It requires a lot of effort to set up a full scenario, but it's well worth it for the serious student of wars past and present. Because UMS II is 100% data driven, virtually any parameter can be changed thus allowing the user to set up combat simulation for any period of time and using any sort of technology in a variety of terrains and weather conditions. In theory it should be the only war game you ever buy, but in practice you'll probably want something with a bit more colour every now and then.

Obitus (Psygnosis, £34.99)
Pool Of Darkness (SSI, £30.99)
Prophecy Of The Shadow (SSI, £32.99)
The Secret Of The Silver Blades (SSI, £30.63)
Shadow Sorcerer (SSI, £30.99)
Shadoworlds (Krisalis, £34.99)
Space 1989 (Empire, £34.99)
Spell Jammer (SSI, £35.99)
The Summoning (SSI, £35.99)
Treasure Of The Savage Frontier (SSI, £32.99)
Twilight 2000 (Empire, £39.99)
Ultima Underworld (Origin, £39.99)
Ultima Underworld II (Origin, £44.99)
Ultima VI (Origin, £19.99)
Ultima VII (Origin, £39.99)
Valhalla (Storm Computers Ltd, £34.99)

SERIOUS SOFTWARE

Despite the fact that we are unashamedly a PC games magazine, we do recognise that every now and then even the most avid games player wants to use his or her PC for recreating a favourite Magritte, or researching a planned literary masterpiece, so below you'll find all the software you could possibly want for getting the job done.

3D Construction Kit (Domark, £49.99)
Animals *[CD]* (Mindscape, £58.73)
Atlas Pack (Mindscape, £105.74)
Back Up Pro (Mindscape, £46.99)
Bannermania (Electronic Arts, £25.99)
Deluxe Paint Animation (Electronic Arts, £99.99)

Deluxe Paint II Enhanced

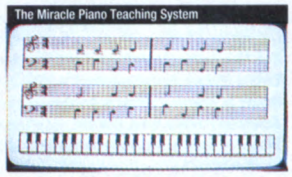


Deluxe Paint II Enhanced (Electronic Arts, £99.99)
Diet Pro *[Windows]* (Mindscape, £34.99)
DS Recover Classic (Mindscape, £19.99)
DS Squeeze (Mindscape, £52.99)
Form Filler Gold (Mindscape, £82.24)
Grolier Encyclopædia 1991 *[CD]* (Mindscape, £346.63)
Intermission Version 3 *[Requires Windows]* (Mindscape, £41.11)
Kara Fonts (Electronic Arts, £49.99)
Laffer Utilities (Sierra On-Line, £34.99)
Mammals *[CD]* (Mindscape, £116.33)
Mavis Beacon Teaches Typing (Mindscape, £30.55)

THIS MONTH'S CLASSIC:
MAVIS BEACON TEACHES TYPING II (MINDSCAPE, £35.99)
(See box-off for review)

Memory Mate (Broderbund, £44.99)
Mavis Beacon Teaches Typing Multimedia *[CD]* (Mindscape, £44.99)
The Miracle Piano Teaching System *[Includes Electric Piano]* (Mindscape, £299.99)
Multimedia Tarot *[CD, Requires Windows]* (Mindscape, £39.99)
The New Print Shop (Electronic Arts, £34.99)
Office Manager Classic (Mindscape, £19.99)
PC Globe (Electronic Arts, £39.99)
The Presidents *[CD]* (Mindscape, £117.44)
Reference Library (Mindscape, £117.44)
Rightpaint *[Requires Windows]* (Mindscape, £93.94)
Squeegee *[Requires Windows]* (Mindscape, £70.44)
Soundworks (Mindscape, £25.99)
Timetable of History *[CD]*

The Miracle Piano Teaching System



(Mindscape, £116.32)
Toolworks Back Up Pro (Mindscape, £52.86)
Toolworks Lengthwise (Mindscape, £41.13)
US Atlas (Mindscape, £69.33)
Visions *[Requires Windows]* (Mindscape, £34.99)
Word For Word (Mindscape, £41.13)
Word For Word Pro (Mindscape, £116.33)
Word For Word Version 5 (Mindscape, £116.32)
World Atlas (Mindscape, £81.88)
World Atlas Version 2 (Mindscape, £70.99)
World Atlas Version 3 (Mindscape, £70.49)
World Atlas Version 3 *[CD]* (Mindscape, £105.69)

SHOOT 'EM-UP

An area in which the PC has struggled to attract new games, but software publishers are finally realising that even brainy PC owners like a bit of mindless violence to unwind to every now and again.

Arac (Addictive, £2.99)
Bad Company (Addictive, £2.99)
Battle Command (Ocean, £29.99)
Battlestorm (Titus, £9.99)
Blood Money (Psygnosis, £9.99)
Dalek Attack (Alternative, £16.99)
Dick Tracy (Disney, £30.99)
Dogs Of War (Electronic Arts, £14.99)
Fire And Forget (Titus, £9.99)
Fire And Forget 2 (Titus, £9.99)
Freddy Hardest (Addictive, £9.99)
Game Over (Addictive, £9.99)
The Godfather (US Gold, £30.00)
Mayday Squad Heroes (Microvalue, £9.99)
Mega-Phoenix (Addictive, £9.99)
Menace (Psygnosis, £9.99)
Monty Python's Flying Circus (Virgin Games, £9.99)

THIS MONTH'S CLASSIC:
NOVA 9 (SIERRA ON-LINE, £29.99)
(See box-off for review)

Operation Hormuz (Alternative, £7.99)
Phantasm (Addictive, £2.99)
Rampart (Electronic Arts, £29.99)
Star Goose (Addictive, £2.99)
Strike II (Millennium, £30.99)
Super Space Invaders (Domark, £29.99)
Turn 'n' Burn (Microvalue, £9.99)
Xenon (Virgin Games, £9.99)

SMUT!

It's beyond us why anyone would want to spend £30 for badly digitised photos of naked women when they can get better quality from the top shelf of W.H.Smith for £3, but if this is your kind of thing... have you got a copy of *Daily Sport Covergirl Poker* we can borrow for a couple of days?

Daily Sport Covergirl Poker (Storm, £29.99)
Fascination (Coktel Vision, £35.99)
Leather Goddesses of Phobos (Virgin Games, £9.99)
Leisuresuit Larry 5 (Sierra On-Line, £39.99)
Les Manley in: Lost in LA (Accolade, £19.99)
Rex Nebular and the Cosmic Gender Bender (MicroProse, £44.99)

THIS MONTH'S CLASSIC:
SPELLCASTING 201: THE SORCERER'S APPLIANCE (ACCOLADE, £19.99)
(See box-off for review)

Spellcasting 301: Spring Break (Accolade, £34.99)

SPACE COMBAT AND STRATEGY

Never mind the fact that games designers seem to have no more idea about the physics of outer space than film makers, space based shoot 'em-ups have had a firm following ever since David Braben created the grand-daddy of them all, *Elite*. Now that *Elite 2* is imminent, you might want to wait before buying one, but if you're anxious for a tussle with a tentacled tourist from Tau Ceti then peruse the list below.

Star Control II



Elite (MicroProse, £25.53)
Elite Plus (MicroProse, £39.99)
Epic (Ocean, £34.99)
Hyperspeed (MicroProse, £44.99)
Mantis (MicroProse, £49.99)
Secret Missions I *[Wing Commander I add-on]* (Origin, £19.99)
Secret Missions II *[Wing Commander I add-on]* (Origin, £19.99)
Special Operations I *[Wing Commander II data disk]* (Origin, £19.99)
Special Operations II *[Wing Commander II data disk]* (Origin, £19.99)
Speech Accessory Pack *[Wing Commander II add-on]* (Origin, £17.99)
Star Control II (Accolade, £34.99)

THIS MONTH'S CLASSIC:
WING COMMANDER I (ORIGIN, £19.99)
(See box-off for review)

Wing Commander I Deluxe Edition (Origin, £45.99)
Wing Commander II (Origin, £39.99)

SPORT

Linford Christie is a bit of a funny old geezer, isn't he. He gets up at ridiculous hours of the morning in the freezing cold, to train for a race, he doesn't eat crappy food from MacDonald's, prefers orange juice to five pints of Carling Black Label and probably goes to bed early. If he had any sense he'd buy himself a PC and a copy of *Summer Challenge*, then he could go out boozing with his mates, come back roaring drunk after eating two packets of greasy chips and a dodgy kebab, and still be in good enough condition for a 100 metre sprint.

David Leadbetter's Golf



4D Sports Boxing Classic (Mindscape, £19.99)
Advantage Tennis (Infogrames, £30.99)
Armchair Quarterback (Addictive, £4.99)
Barton Creek – Championship Course *[Links Course Disk]* (Access, £22.99)
Basketball (Mindscape, £25.99)
Basket Master (Addictive, £9.99)
Bay Hill Club – Championship Course *[Links Course Disk]* (Access, £22.99)
Bountiful *[Links Course Disk]* (Access, £22.99)

Carl Lewis Challenge (Psygnosis, £34.99)
Championship Baseball (Addictive, £4.99)
Championship Golf (Addictive, £4.99)
Championship Manager (Domark, £29.99)
David Leadbetter's Golf (MicroProse, £44.99)
Disc (Digital Integration, £7.99)
The Dream Team (Ocean, £29.99)
Earl Weaver Baseball 2.0 (Electronic Arts, £29.99)
European Soccer (MicroProse, £25.99)
Firestone *[Links Course Disk]* (Access, £22.99)
Five Nations Rugby (Audiogenic, £22.99)
Football Director II (D&H Games, £9.99)
Football Manager (Addictive, £2.99)
Football Master (Addictive, £9.99)
Front Page Sports Football (Dynamix, £39.99)
The Games – Espagña '92 (Ocean, £34.99)
GFL Championship Football (Addictive, £4.99)
Golf Companion *[Requires Windows]* (Mindscape, £34.99)
Hardball III (Accolade, £34.99)
Hotshot (Addictive, £2.99)
Hotshot (Addictive, £2.99)
Hyatt Dorado Beach *[Links Course Disk]* (Access, £22.99)
International Athletics (Zeppelin, £9.99)
International Sports Challenge (Empire, £34.99)
Italia '90 (Virgin Games, £9.99)
Jack Nicklaus Course Disk Volume 4 (Accolade, £4.99)
Jack Nicklaus Course Disk Volume 5 (Accolade, £4.99)
Jack Nicklaus Unlimited Golf and Course Design (Accolade, £29.99)
Jack Nicklaus Golf Signature Edition (Accolade, £39.99)
Jimmy White's Whirlwind Snooker



(Virgin Games, £35.99)
Joe Montana Football (US Gold, £35.75)
John Madden Football II (Electronic Arts, £29.99)
Links (Access, £40.99)
Links 386 Pro (Access, £45.99)
Links – The Challenge Of Golf Courses (Access, £40.00)
The Manager (US Gold, £30.99)
Mauna Kea *[Links Course Disk]* (Access, £22.99
Mike Ditka Ultimate Football (Accolade, £34.99)
Mountain Bike Racer (Addictive, £9.99)
Multiplayer Soccer Manager (D&H Games, £24.99)
NCAA Road To The Final Four (US Gold, £30.99)
NFL Football (Konami, £39.99)
PGA Tour Golf *[Windows Version]* (Electronic Arts, £39.99)
PGA Tour Golf Course Disk *[PGA Tour Golf data disk windows version]* (Electronic Arts, £15.99)
PGA Tour Golf Course Disk *[PGA Tour Golf add-on]* (Electronic Arts, £14.99)
PGA Tour Golf+ (Electronic Arts, £34.99)
Pinehurst – Championship Course *[Links Course Disk]* (Access, £22.99)
Pro-Tennis Simulator (Addictive, £9.99)

THIS MONTH'S CLASSIC:
PRO TENNIS TOUR 2 (UBI SOFT, £34.99)
(See box-off for review)

Rodeo Games (Microvalue, £9.99)
Rugby Coach (D&H Games, £9.99)
Ski Or Die (Electronic Arts, £10.99)
Summer Challenge (Accolade, £34.99)
Summer Olympiad (Microvalue, £9.99)
Super Ski (Addictive, £2.99)
Tennis Cup II (Loriciels, £29.99)
Tracksuit Manager (Alternative, £7.99)
Troon North *[Links Course Disk]* (Access, £22.99)
TV Sports Baseball (Mindscape, £19.99)
TV Sports Boxing (Mindscape, £19.99)
Wayne Gretsky 2 (US Gold, £30.99)
Wild Wheels II (Ocean, £29.99)
Windsurf Willy (Addictive, £9.99)
Winter Challenge (Accolade, £34.99)
Winter Olympiad (Microvalue, £9.99)
Winter Supersports '92 (Microvalue, £25.99)
World Cricket (Zeppelin, £9.99)
World Tennis Championship (Mindscape, £34.99)
WWF (Ocean, £29.99)
WWF European Rampage Tour (Ocean, £29.99)

STRATEGY

At last we come to the section that the PC was made for. Strategy games, probably by virtue of the fact that they don't always need pretty graphics and stunning sound, have been around since the very first PC was launched back in 1981. Whether your taste is for building a city, or establishing your very own railway network, you'll find it all here.

Air Bucks (Impressions, £34.99)
Architecture I *[Sim City Data Disk]* (Digital Integration, £9.99)
Architecture II *[Sim City Data Disk]* (Digital Integration, £9.99)
A-Train (Ocean, £29.99)
Betrayal (MicroProse, £35.75)
Breach 2 Enhanced (Impressions, £29.99)
Caesar (Impressions, £34.99)



Castles (Electronic Arts, £34.99)
Centurion (Electronic Arts, £10.99)
Civilization (MicroProse, £39.99)
Crisis In The Kremlin (MicroProse, £39.99)
Discovery (Impressions, £34.99)
Dune (Virgin Games, £35.99)
Dune 2 (Virgin Games, £35.99)
Flames of Freedom (MicroProse, £44.99)
Floor 13 (Virgin Games, £34.99)
Global Effect (Millennium, £34.99)
Gold Of The Americas (SSG, £29.99)
Halls Of Montezuma (SSG, £29.99)
Imperium (Electronic Arts, £10.99)
Mega-Lo-Mania (Ubi Soft, £34.99)
Merchant Colony (Impressions, £34.99)
Midwinter (MicroProse, £35.75)
Moonbase (Mindscape, £45.99)
North & South (Digital Integration, £7.99)
Omega (Mindscape, £30.99)
Paladin 2 (Impressions, £34.99)
Pirates (MicroProse, £25.53)

THIS MONTH'S CLASSIC:
POPULOUS (ELECTRONIC ARTS, £10.99)
(See box-off for review)

Populous II (Electronic Arts, £39.99)
The Power (DMI, £29.99)
Powermonger (Electronic Arts, £34.99)
The Promised Lands *[Populous data disk]* (Electronic Arts, £10.99)
Railroad Tycoon (MicroProse, £35.75)
Reach For The Stars (SSG, £29.99)
Realms (Virgin Games, £35.99)
Robosport (Ocean, £29.99)
Rome AD92 (Millennium, £34.99)
Samurai – The Way Of The Warrior (Impressions, £34.99)
Search For The Titanic (Accolade, £29.99)
Siege (Mindcraft, £29.99)
Sim Ant (Ocean, £34.99)
Sim City *[CD]* (Mindscape, £44.99)
Sim City Deluxe (Infogrames, £35.99)
Sim Earth (Ocean, £40.86)
Sim Life (Mindscape, £39.99)
Special Forces (MicroProse, £44.99)
Star Legions (Electronic Arts, £34.99)
Steel Empire (Millennium, £34.99)
Terrain Editor *[Sim City Data Disk]* (Digital Integration, £9.99)
Warlords (SSG, £29.99)

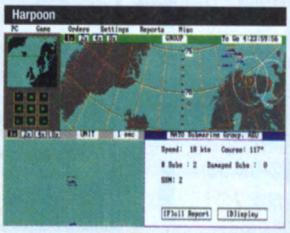
WARGAMES

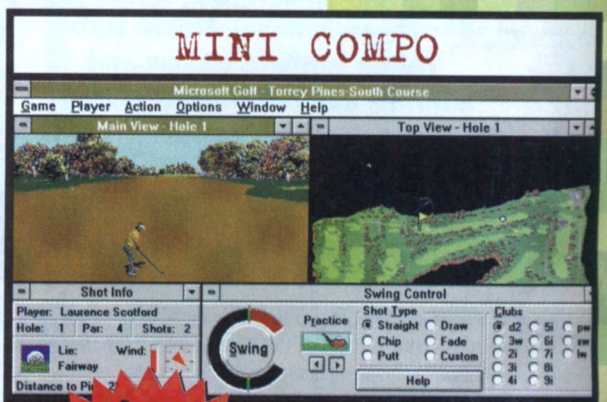
Did you know that the classic table-top wargaming rules, *Kriegspiel*, were created by H.G. Wells, a vehement pacifist? What's the relevance to computer wargames? Perhaps that they are more academic than bloodthirsty...

Action Stations (Internecine, £39.99)
Advanced Destroyer Simulator (Digital Integration, £9.99)
American Civil War I (SSG, £29.99)
American Civil War II (SSG, £29.99)
American Civil War III (SSG, £29.99)
The Ancient Art of War (Broderbund, £34.99)
The Ancient Art of War at Sea (Broderbund, £34.99)
The Ancient Art of War in the Skies (MicroProse, £39.99)
Balance of Power (Mindscape, £25.99)
Battle Isle (Ubisoft, £34.99)
Battleset #3 *[Harpoon Data Disk]* (360, £14.99)
Battleset #4 *[Harpoon data disk]* (360, £14.99)
Carriers at War (SSG, £34.99)
Carrier Strike South Atlantis 1942-45 (SSI, £39.99)
Charge Of The Light Brigade (Impressions, £29.99)
Cohort (Impressions, £29.99)
Command HQ (MicroProse, £34.99)
Conflict In The Middle East (SSI, £35.99)
Conflict – Korea (SSI, £34.99)
Designer Series *[Harpoon add-on]* (360, £19.99)
The Emperor (Infogrames, £39.99)
The Final Conflict (Impressions, £25.53)
Fort Apache (Impressions, £29.99)
Genghis Khan (Addictive, £9.99)
Global Conquest (MicroProse, £44.99)
Great Napoleonic Battles (Impressions, £29.99)
Great Naval Battles (SSI, £39.99)
Harpoon (360, £39.99)
Historyline 1914-18 (Blue Byte, £39.99)
MacArthur's War (SSG, £29.99)
Operation Combat (Digital Integration, £9.99)
Panzer Battles (SSG, £29.99)
Patton Strikes Back (Broderbund, £39.99)
The Perfect General (Ubi Soft, £39.99)
Rommel (SSG, £29.99)
Rorke's Drift (Impressions, £25.53)
Scenario Editor *[Harpoon add-on]* (360, £19.99)
Spoils Of War (Storm Computers, £34.99)
Strikefleet (Electronic Arts, £10.99)
Task Force (MicroProse, £44.99)

THIS MONTH'S CLASSIC:
UMS II (MICROPROSE, £40.87)
(See box-off for review)

UMS II Planet Editor *[Requires UMS II]* (MicroProse, £24.99)
V For Victory (360, £34.99)
Western Front – The Liberation of Europe (SSI, £34.99)







Some Microsoft Magic

Microsoft has been expanding its horizons recently – it's now got it's sights firmly fixed on entertainment software as well as it's well-known line of operating systems, programming languages and business software. Now *PC Zone* and Microsoft are giving three lucky readers the chance to sample the first fruits of Microsoft's games development. Each winner will receive a copy of *Entertainment Pack IV*, *Microsoft Golf*, and *Flight Simulator*. Please remember that *Microsoft Golf* and *Entertainment Pack IV* can only be run under Windows 3.0 or better, or OS/2.

All you have to do to get your hands on these lovely goodies is answer these three simple questions:

1) Microsoft's successful chairman and founder is:
(a) Bill Shepherd
(b) Bill Gates
(c) Richard Branson

2) Windows is:
(a) A double-glazing manufacturer
(b) A recently discovered philosophical treatise by Kafka
(c) A popular front end for MSDOS

3) Which of these is not published by MicroProse?
(a) Elderly Mutant Berserker Goldfish for Windows
(b) MSDOS 5
(c) Microsoft C

Send your answers on the back of a postcard or sealed envelope, together with your name and address to: Microsoft Magic, *PC Zone*, 19 Bolsover Street, London, W1P 7HJ. Entries must be received by 6 May.

ZONE Ware

All disks are available on 3.5" disk format only

If you're looking for Shareware that's both high quality and fun, you've come to the right place. *PC Zone* has selected some rather brilliant games and utilities and put them together on the *PC Zone* Selection disks.

NOTE: Shareware entitles you to try before you buy. Registration costs are usually a fraction of comparable commercial software and they also entitle you to documentation, user support and upgrades.

WHEN ORDERING

Fill in the application details on the coupon in BLOCK CAPITALS and send with correct payment to: **DENNIS DIRECT, PO BOX 2505, ALCESTER B50 4JU.** All prices include VAT and are post paid in the UK.

Overseas orders ONLY – We can only accept Visa/Mastercard, Eurocheques in £s sterling and sterling cheques drawn on a London Bank. please add £3.50 to the total order, to cover additional postage.

ZONEWARE ORDER FORM

	Qty		
BR30A	☐	**Games compilation pack**	@£19.95
BM15A	☐	**Leisure 4 (Windows disk)**	@£4.50
BM06A	☐	**Leisure 6 (Windows disk)**	@£4.50
BM07A	☐	**Leisure 7 (Windows disk)**	@£4.50
BR04A	☐	**Word Up Graphics Toolkit**	@£4.50

Total number of items ordered ☐

☐ I enclose a cheque/postal order for £

made payable to ***DENNIS DIRECT*** Ltd (*PC Zone*)

OR: Please charge my ☐ Visa ☐ Mastercard:

Credit card number:

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Expiry date: Signature:

NAME

ADDRESS

.....

POSTCODE

DAYTIME TELEPHONE

JOB TITLE

☐ Please send me a VAT receipt **CODE:** 22-93-05

The above information may be added to our mailing list. Please tick here if you would prefer not to receive details of special offers. ☐

ZONE ORDER FAXLINE. If you require a VAT/proforma invoice or wish to pay by Access or Visa, you may fax your order to us on **0789 490878.**

PC Zone Games Four-Pack

ONLY £19.95!!!

This assortment of PD and shareware games includes;

BANDITS (EGA) Shoot down those blasted bandits before they get your bonus points.
BASSTOUR (VGA) Test your skill in this realistic fishing game.
BRIX (VGA) Move the coloured bricks together to destroy them. A game to make you think!
HOCKEY (EGA/VGA) Play hockey controlling your robot players against the computer.
IGOTUTOR (CGA/EGA/VGA) Learn how to play *GO* from the master. Then play against a progressively harder opponent.
UNNKUL12 (Text) Text adventure. Your dying master has given you a task to complete; however, you must first find out what it is!
ALDO (EGA) Race along the levels and up the ladders jumping over the rolling barrels.
ANTHILL (EGA) Get the black ants and the eggs but avoid the red ants and the Queen. 10 levels.
ARCTIC (CGA) Guide your explorer through the puzzles and moving blocks.
BANANOID (VGA) *Break Out* type game with a scrolling screen.
BEYOND12 (VGA) Columns, a variant of *Tetris*. Aim for three patterns in a row.
CC13 (EGA/VGA) Play chinese checkers with up to six humans or computer players.
GJID20 (CGA/EGA/VGA) Push the crates into the vaporisers to clear each level. 14 levels.
MATHER (VGA) Test your matches, win money and buy prizes.
SUPBLAST (CGA) Several paddle arcade games in one.
TRACER01 (EGA) Can you draw the patterns given without lifting your pen from the paper nor drawing the same line twice?
VGAART (CGA/EGA/VGA/SVGA) Creates great fractals and other pictures under your control.
1COSMIC (VGA/Hard Disk) Cosmo's Adventure "*Forbidden Planet*" Help Cosmo get the fruit and avoid being eaten.
FLYGAME (VGA) How long can you fly your Jumbo over the fractal 3D mountains.
JIM (Text) Humorous text adventure. Get Jim through his trials meanwhile coping with his mysterious friend Alan.
SG (EGA/VGA) *Star Goose* like the arcade game *Zaxxon*. Fly over the 3D landscape shooting mines and picking up fuel, shields and ammunition.
DARKAGES (EGA/VGA) Pickup the objects by jumping and running around the colourful screens avoiding the flying beetles. 21 levels.
DOUBLINK (CGA/EGA/VGA) *Tetris* like game but you have to line up the correct colours to defeat the meanies.
GOAL (CGA/EGA/VGA) You are the manager of a 4th division football club of your choice. Can you cope with all aspects of football team management and take your team to the top of the first division?
SHERLOCK (EGA/VGA/Mouse) A game of deduction: you must determine the locations of 36 blocks.Single person/tournament options.
XMASLEM (CGA/EGA/VGA) Yes the famous lemmings! They are here in a Christmas demo with four playable levels.
ANTI-VIRUS DISK Also included with the selection is an anti-Virus disk. The files on this disk are the latest releases of the McAfee Associates virus detection and clean up utilities dated October 1992. Over 1300 viruses and variants are detected. There is also a list of all the varients and a brief description of what they do.

IMPORTANT

The disks are only available as a complete 5 disk package and cannot be purchased individually. The disk set costs £19.95 and is inclusive of package and postage and VAT. This offer applies to the UK only.

Order Ref. BR30A

Windows Shareware

PRICE £4.50 each

LEISURE 4

BLITZER Helicopter attack game.
BLOCKS Edit your own block
FACEMKR Make cartoon faces.
HYPEROID Asteroids game.
JEWEL THIEF Arcade game.
SOLUS 1 Solitaire board game.
MEGANS MATCH Pelmanism memory game.
TILE Neat and small falling tile-type game.
PHOEBE Gives astrological information related to the moon.
CALCULATION SOLITAIRE High quality solitaire card game.

Order Ref. BM15A

Leisure 6

HEXTRIS Hexagonal *Tetris* game.
KYE2b Brilliant puzzle game.
LANDER3 Lunar Lander game.
MAGIC Dominoes – they'll bowl you over.
MISSILE Missile attack! game.
POKER Draw poker.
PUZZLE A puzzle game. Blimey!
REVERSI Reversi/Othello.
TOBOR Tobor – clear the screen of Tobors.
WFBALLII American Football game.
WINADV20 Colossal Cave Adventure: A classic!
WINSOLIT Solitaire (Ver 92.01.04).

Order Ref. BM06A

Leisure 7

ATOMS10 Atoms puzzle a little like Battleships.
BANGBANG Cannons.
BLACKOUT Click the targets.
CRIBII Cribbage
DEAPSEA Battleships.
GRADIT10 Graditor: an action game.
ISHIDO Tiles game.
LIGHT Electric light game.
MB Mile Bones Automobile card game.
MRMIND Tile/Bagel/Mastermind game for Windows.
PATMN Collect all the pills in the labyrinth.
PEGPUZL A peg-jumping puzzle.
WHEARTS Hearts card game.
WINTREK2 WinTrek 2.0 game.
WINTRIS Yet another *Tetris* game.

Order Ref. BM07A

WordUp Graphics Toolkit v3.0 for Turbo C++

PRICE £4.50

This disk contains about 50 example files showing how to use the WGT library for Turbo C++ 1.0 or better. DETAILED examples include a *Pacman* like game, *Space Invaders*, a top view dungeon game, a side view platform game, and much more...

The library includes a sprite editor and an animation library for sprites and 4-way scrolling. Everything you require to write your own action games,. Requires Turbo C++ and 1.3 Mb of disk space.

TO EXTRACT THE FILES:

1) Make a directory on your hard disk – "MD CWGT"
2) Make your current directory – "C:" and "CDWGT"
3) Then, if your floppy is A: type "A:" and then "Extract A:" or if your floppy is B: type "B:" and then "Extract B:" (The EXTRACT batch file takes the floppy drive as an argument)

Read the Documentation carefully. There is a lot of it. You may find that you have to change the default directories in the .PRJ files. You may also have to make the directory path something like ".;C:\TC\INCLUDE" so that the current directory is checked first.

Order Ref. BR04A

Huge Range!

CD-ROM

FREE Delivery

CD-Xpress, Your One Stop CD-ROM Shop!

CD-ROM SOFTWARE TITLES

EDUCATION

A Bear Called Barney	£29
Amanda's Stories	£69
Annabel's Dream of Ancient Egypt	£49
Barney Bear Goes To Space	£29
Beauty & The Beast	£35
Business French	£65
Cinderella	£29
Don Quixote	£35
Illustrated Holy Bible	£39
Interactive Storytime 1 or 2	£35
Learn to Speak French	£69
Macmillan Children's Dictionary	£45
Mavis Beacon Teaches Typing	£39
Mixed Up Mother Goose	£29
Peter & The Wolf	£39
Playing with Langs. French	£49
Sleeping Beauty	£29
Talking Classic Tales	£49
Talking Jungle Safari	£49
Talking Schoolhouse	£49

ENTERTAINMENT

7th Guest	£65
Adventures Of Willy Beamish	£35
Battle Chess CD	£35
Battle Chess MPC	£39
Beyond the Wall of Stars	£59
Capstone CDROM Collection	£29
Carmen SanDiego	£45
Case Of The Cautious Condor	£35
Chessmaster 3000	£39
Composer Quest	£49
Conan the Cimmerian	£29
Future Wars	£55
Guy Spy	£39
Jones In The Fast Lane	£35
Leisure Suit Larry	£55
Loom	£39
Lost Treasures Of Infocom	£59
Lost Treasures Of Infocom II	£45
Mantis Experimental Fighter	£59
Putt-Putt Joins the Parade	£35
Rotor - Airball - Time Bandit	£39
Secret of Monkey Island	£35
Sherlock Holmes Detective	£35
Sherlock Holmes Detective II	£39
Space Quest IV Roger Wilco	£35
Stellar Seven Game	£35
Ultima Trilogy 1 - 6	£35
Wing Comndr + Secret Mission	£35
Wing Comndr + Ultima VI	£35
Wrath of the Demon	£35
Whale of a Tale	£65

SHAREWARE

Black Box 5	£35
C User Group Source	£39
CICA Windows CDROM	£25
Libris Britanica	£49
MPC Wizard	£19
OS/2 Archive	£35
Shareware Bonanza	£49
Shareware Games	£29
Simtel-20 CDROM	£25
Source Code CD	£35
X11R5/GNU CDROM	£35

REFERENCE

Aircraft Encyclopedia	£35
Birds Of North America	£29
CIA World Fact Book	£39
Clinton - Portrait of Victory	£49
Complete Dickens	£49
Complete Twain	£49
Compton's MM Encyclopedia	£295
Creation Stories	£49
Darwin Complete Texts	£49
Desktop Bookshop	£35
Dinosaur Adventure	£69
Electronic Home Library	£39
Encyclopedia Groliers Multimedia	£99
Encyclopedia Groliers MPC	£109
Fundamental Japanese	£265
Greatest Books Collection	£59
Great Cities of the World 1	£39
Great Cities of the World 2	£39
Great Literature	£65
Great Wonders of the World	£49
Greatest Books Ever Written	£49
Guinness Disc of Records MPC	£65
International Business & Econ. Atlas	£65
JEDI	£69
Jets & Props	£55
KGB World Fact Book	£39
Library Of The Future	£49
Library Of The Future II	£249
Magazine Rack	£39
Middle East Diary	£39
Monarch Notes	£69
MPC Games In French	£49
MPC Games In Spanish	£49
MPC Games In Japanese	£49
MPC Games In German	£49
Multimedia Animals	£59
National Geographic Mammals	£45
North American Indians	£59
Oxford English Dictionary	£495
Pixel Garden	£45
Plant Doctor	£39
Prescription Drugs	£45
Shakespeare	£35
Street Atlas USA	£85
Time Magazine Almanac	£45
Timetable of Art	£65
Timetable of Business, Politics	£65
Timetable of Sci. & Innovation	£65
Toolworks Reference Library	£65
Vital Signs (Good Health)	£69
World Atlas For Windows DOS	£59
World Atlas For Windows MPC	£69
World Vista	£49

ART & DTP

Animals in Motion	£35
Batik Designs	£39
Clipart Galore	£29
CD-CAD	£55
Gifs Galore	£25
Publish It!	£39
Publish It! (Windows)	£59
Quick Art	£159
Quick Art Deluxe	£190
Font Fun House	£29
PhotoGraphic (150 Stock Photos)	£59
Wild Places	£35

NEW & NOTEWORTHY

Complete Bookshop £25

An entire bookshop on a CD-ROM! includes classics, poetry, humor, cookbooks, novels, short stories, computer guides and lots more.

WindoWare £25

An Excellent disc packed with tons of useful programs: typefonts, font installers, games, home, business, education, wallpapers, icons, utilities and more!

Sound Sensations £25

Adds multimedia excitement to your system, includes tons of sound effects, music files, jukeboxes, voices, sound clips, music voices in a variety of file formats, for SoundBlaster, Adlib, Covox, and many more.

Techno Tools £25

A programmer's dream disc, routines, utilities, debuggers, troubleshooters and other programming tools for C/C++, dBase, Clipper, Basic, Unix, OS/2, Pascal, Ada, Fortran, Cobol, APL and loads more.

Our Solar System £25

Exciting NASA and observatory photos of the planets, moons, comets, earth and celestial phenomena, includes star locators, planetarium programs, astronomical data, voyage simulators, NASA news releases.

Window Master £25

Over 2000 programs for Microsoft Windows, including games, fonts, icons, wallpapers, sound files, utilities, educational games and more....

Space Adventure £69

Journey through man's efforts to understand the world outside our own. Rockets, human exploration, science of space, solar system, science fiction and search for extraterrestrials. Packed with full motion video and space simulations, Space Adventure is like a vast encyclopedic playground. Synthesised and digital Stereo sounds.

Dinosaur Adventure £69

Dinosaurs roamed a very different planet than the one we know today. Millions of years ago there was only one great land mass, bathed in tropical heat from pole to pole. Dinosaur Adventure lets you explore that world and its inhabitants. How did such an earth come to be? What was the climate like? How has it changed? As you move from screen to screen you can click on a stunning simulation that shows how the continents separated and drifted over a billion years to their present locations. Lots of fun!

Recession Busters

Only **£25 each**

Deathstar Arcade Battles

The best collection of exciting shareware arcade action games all on one CD!. Space wars, shoot-em-ups, car racing, sports, casino, horse racing and more.

Shareware Overload

Packed with over 6,000 programs (550mb) all compressed. Includes Business, Clipart, Comms, Database, Education, Finance, Graphics, Programmers' Tools, Religion, Sound, Wordprocessors and more.

TooMany Typefonts

Countless typefonts in all formats: TrueType, Adobe Type Manager (ATM), Adobe Type 1, WFN, HP LaserJet, Epson Dot Matrix. Also includes typeface modifiers, font managers, uploaders, translators, and tons of printer utilities.

Clipart Goliath

Over 11,000 images for all uses in PCX and TIF formats, subjects include Animals, Business, Cartoons, Computing, Food, Holiday, People, Science, space, sports and loads more.

Dictionaries & Languages

A giant compilation of dictionaries, thesauruses, word processors, lessons in French, German, Italian, Hebrew, Russian, Japanese, Spanish and MORE!. Includes glossaries, crossword solvers.

Bibles & Religion

All popular New & Old Testament versions, lexicons & concordances, study guides, commentaries and newsletters. Covers Judaism, Christianity & Islam.

Colossal Cookbook

Over 4,000 recipes, Excellent recipe cross-reference and search. Includes health and nutrition guides, meal planning, low colesterol diets, cooking instructions, and loads more.

Games Master II

Games lovers this disc is for you!, more than 500 games, sports, adventure, card, simulator, arcade and lots more.

Education Master

More than 1,000 educational programs for students from pre-school age to college age. Suitable for classroom and home study.

Business Master

Over a thousand programs for business including database, spreadsheet, word processing, engineering, financial calculations.

The Amazing Wiz-Pak

A great disc to start your CD-ROM collection, loads of programs covering Games, educational software, Graphical demos, entertainment, astrology, palmistry.

DEALERS, Call for our dealer price list!

CALL NOW ON 081-514 2741

Prices & availability subject to change without notice.

MasterCard VISA

100's of titles in stock
New titles arriving weekly.
(Please Add V.A.T to all prices)
FREE POSTAGE & PACKING!
(in UK only, Europe at cost.)

CDXPRESS
THE MULTIMEDIA SPECIALISTS
39 Wanstead Park Road
Ilford, Essex
IG1 3TG
MAIL-ORDER ONLY

Please send me your FREE Catalogue

Name _____

Company _____

Address _____

_____ Post Code

Telephone _____

PLEASE WRITE CLEARLY IN BLOCK LETTERS.

I Use:
- ❑ CD-ROM
- ❑ MAC
- ❑ PC/DOS
- ❑ PC/WIN
- ❑ MPC
- ❑ NETWARE



Mr Cursor

HE'S AFRAID OF HIS PC

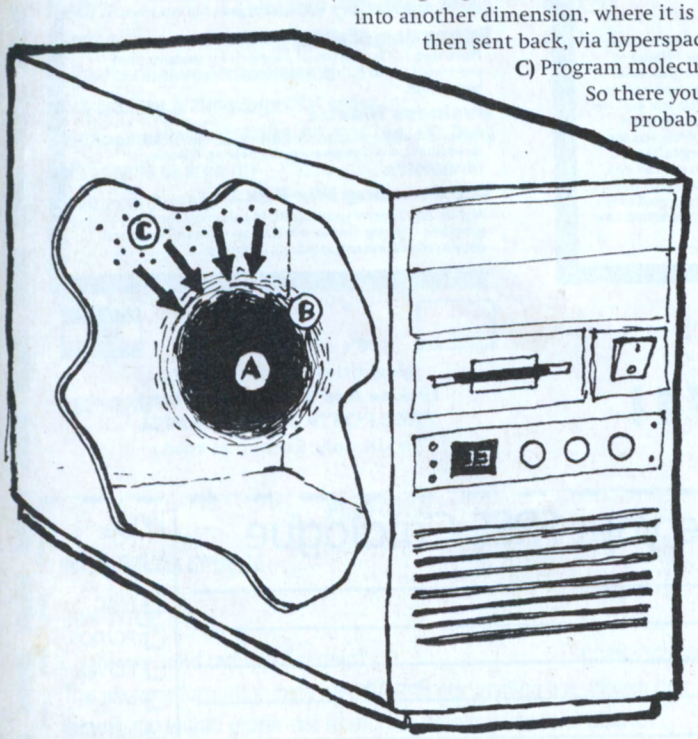
REGULAR READERS of this column (i.e. any of you who read last month's first issue and actually made it to the last page) may remember that I promised, this month, to bring you Mr Cursor's definitive guide to hard drives: meaning that I was going to tell you how I thought they probably worked. Well, my timing, as it turns out, is perfect – because guess what I tried to do last night... I tried to format my hard drive, which had been playing up for ages and was literally a minefield of sector errors. (Installing a game of anything over 3 megs had become an extremely tense affair... I understand now how American soldiers must have felt in Vietnam as they crept gingerly along jungle paths deep within VC territory). Anyway, so I eventually plucked up the courage to format. "Don't worry," I'd been told, "It's all very simple – even you could do it". But I know life doesn't work like that. And it didn't. The format failed. The on-screen format countdown reached 38% complete, at which point the whole system locked up. Aaaargh! My PC, my PC. It's like having a dead body in the corner of the room. I'm convinced the police are going to come knocking at any moment – I've even considered cutting the computer up into little pieces and flushing it down the toilet, but I know that the clanking pipes will alert the neighbours and I'll end up sharing a cell with Dennis Neilson. But to get back to the point of this month's column: how a hard drive probably works... and as you can imagine, I've been thinking about this in-depth.

A) A black hole.

B) The event horizon... anything passing this point (including fingers, so be careful when tampering) is sucked into another dimension, where it is 'altered' by aliens and then sent back, via hyperspace, to the monitor.

C) Program molecules from a game disk.

So there you have it. How a PC probably works. I know it's a bit 'vague', but that's always the way with such things... after all, probing the mysteries of such a system *too* deeply could result in the explorer being caught in a mind loop: and I wasn't going to risk that, as I'm sure you'll understand. Z

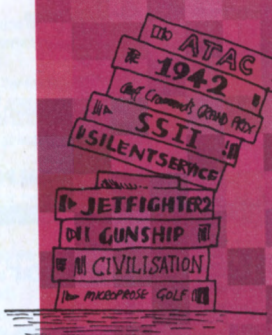


Mr Cursor's Flow Of Consciousness Bit

Games packaging. Some companies get it right and some companies get it wrong. I think a few diagrams should illustrate my point here, so let's go...



1 Once upon a time I had a sensible pile of games boxes. Compact and manageable, the pile could be moved about by simply pushing at any point on the side. Furthermore, the top of the pile was flat – a mini tabletop if you like: on this reclaimed space. I could place items, such as ashtrays, blank disks, coffee mugs, letters from the bank, dead birds etc. Most useful.



2 Then I bought a copy of *Jetfighter 2*.

3 And then I got hold of a copy of *Comanche*.



ROLE PLAY FOR PC

The Legend of Darkmoon continues

The famous role model for all AD&D® role-playing fantasies, the dreaded Temple Darkmoon is back.

More sinister, terrifying and haunting than ever. It will slowly weave into your sub-conscious and refuse to let go.



Through a clearing in the shadowy forest, a trio of towers rise menacingly into the night sky. You are on the threshold of terror, one wrong move and it's curtains. Finito.



The exciting sequel to Eye of the Beholder is here. Bigger. Better. And so realistic you'll keep looking over your shoulder.

The improved "point 'n' click" interface lets you come face-to-face with the most gruesome characters and complex clues.



In fact, you'll only want to stop playing this State-of-the-Art adventure game for one reason. To pinch yourself and prove you're not in the middle of a nightmare.

Available on: PC (EGA, VGA/ MCGA (256 Colour). 640k RAM and Hard disk required. Supports AdLib™, Soundblaster™ and compatibles). Amiga version coming soon.

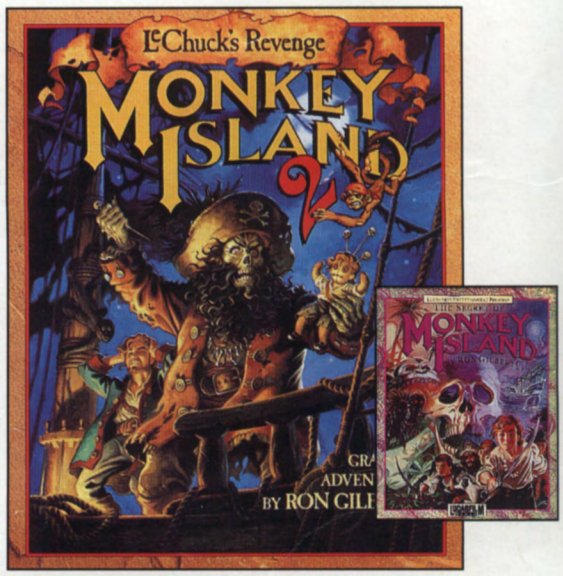
ADVANCED DUNGEONS & DRAGONS, AD&D and the TSR logo are trademarks owned by TSR, Inc., Lake Geneva, WI, USA and used under license from Strategic Simulations, Inc.,Sunnyvale, CA, USA. ©1991, 1992 TSR, Inc. ©1991, 1992 Strategic Simulations, Inc. All rights reserved.

LAUGHS FOR PC

Side-splitting pirate adventure

Just when you thought it was le end for LeChuck, he's back.

The legend states that "when LeChuck wants you dead, you're dead"- grim news for his old adversary, young Guybrush Threepwood.





But fear not. Big Whoop holds the key to great power. All is not lost.

In this stunning graphic sequel, young Guybrush's adventures will have you rolling in hysterics. Beware, you'll laugh so hard, milk will flow from your nose.

Behind every pirate is a really gnarly chair and in front of Guybrush is a saga so savage it'll put hairs on your chest.



With 256 colours (PC version), variable difficulty modes, interactive reggae music and "point 'n' click" interface, you'll be transported to Monkey Island in a flash.

So, brace yourself, the fun starts here. Who knows when it will stop?

Available on: Amiga (32 colours) and PC (VGA/ MCGA. Requires 640k Ram AT or compatible. Supports AdLib™, Roland™, Soundblaster™ and SoundMaster™II sound cards. Hard drive required.

TM & © 1991 LucasArts Entertainment Company. Lucasfilm Games is a trademark of Lucasfilm Ltd. Monkey Island 2 - Le Chuck's Revenge is a trademark of LucasArts Entertainment Company. All rights reserved.

U.S GOLD®

A serious PC experience

U.S Gold Ltd., Units 2/3, Holford Way, Holford, Birmingham B6 7AX, England. Tel: 021 625 3366

The new face of horror.

Plunge into a chilling maze of terror where vampires, werewolves and zombies prowl the dead of night. Confront Kairn, whose lethal powers flow from the blood of his murdered family. Will you emerge as the final victor? Or become his final victim? Your fate will be sealed within the Veil of Darkness.

- Unravel terrifying riddles. Fulfill bone-chilling quests. Clash in a deadly face-off with the vampire Kairn.
- Live the horror with heart-stopping graphics and animation, stunning cinematic sequences, haunting music, and blood-curdling sound effects.
- Fight for your life in one of three combat levels. Use the right weapon to destroy each ghoul, werewolf, and zombie. Or die.
- Meet a host of spectral characters whose dark secrets reveal more of the mystery.
- Sink deep into this gothic nightmare with state-of-the-art game play. Immerse yourself with the easy-to-use Real Time Visual point-and-click interface.
- Record every step you take with line-of-sight auto-mapping and print-out feature.

AVAILABLE ON IBM P.C.

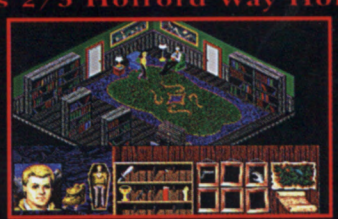
SSI STRATEGIC SIMULATIONS INC

U.S. GOLD

Veil of Darkness™

U.S. GOLD Ltd., Units 2/3 Holford Way Holford Birmingham B67AX Tel: 021 625 3366.









Screen shots shown are IBM 256 Colour VGA displays and are intended to be illustrative of the gameplay and not the screen graphics, which may vary considerably between formats in quality and appearance and are subject to the computer's specifications.

©1992 Strategic Simulations, Inc. All rights reserved.

GOLD PHONE

HINTS TIPS 'N' HELP CALL THE GOLD PHONE: SPELLJAMMER • PROPHECY OF THE SHADOW • THE SUMMONING • DARK SUN • EYE OF THE BEHOLDER • LEGEND OF DARKMOON (EYE OF THE BEHOLDER II) • DRAGONS OF FLAME • HEROES OF THE LANCE TEL: **0839 654 139** OPERATION STEALTH • ANOTHER WORLD • FLASHBACK • CRUISE FOR A CORPSE TEL: **0839 654 284** LUCASFILM HELPLINE • Le CHUCK'S REVENGE (MONKEY ISLAND 2) • INDIANA JONES (LAST CRUSADE & FATE OF ATLANTIS) • ZAK McKRACKEN • MANIAC MANSION • LOOM • THE SECRET OF MONKEY ISLAND • BATTLE OF BRITAIN TEL: **0839 654 123 INFORMATION LINE: 0839 654 124** • LEGENDS OF VALOUR TEL: **0839 993 366** • ACCESS HELPLINE: AMAZON TEL: **0839 654 394** • SIR-TECH HELPLINE: CRUSADERS OF THE DARK SAVANT TEL: **0839 994 477**

Service provided by U.S. GOLD LTD., UNITS 2/3 HOLFORD WAY, HOLFORD, BIRMINGHAM B6 7AX. If you are under 18 please get permission to use the telephone. Calls cost 36p per minute cheap rate, 48p per minute all other times.